

THE ASYLUM

& other tales

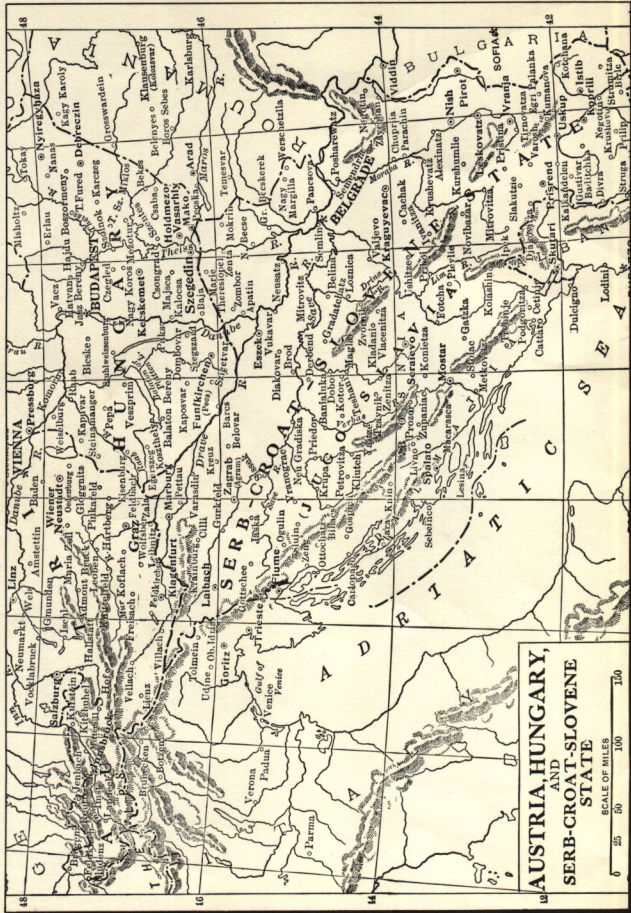


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CALL of
CTHULHU
ADVENTURE

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WILLNER, WOLCOTT





**AUSTRIA, HUNGARY,
AND
SERB-CROAT-SLOVENE
STATE**

SCALE OF MILES
0 25 50 100



SEVEN ADVENTURES FOR
CALL OF CTHULHU

THE ASYLUM

& other tales

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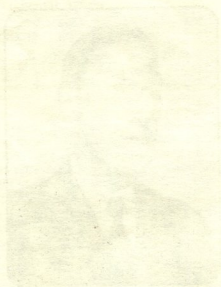
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THE ASYLUM & OTHER TALES



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This adventure pack must be used with the role-playing game CALL OF CTHULHU, available separately. If you are interested in obtaining a free catalog of all of our games write to Chaosium Inc., Box 6302-CC, Albany CA 94706-0302.

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A note about this book:

On the Inside Front Cover (IFC) of this book is provided a map of Austria as it was in the year 1920 AD. Use this map with the AUCTION scenario.

On page 1 is a map of 1920 Maine. Use this map with the BLACK DEVIL MOUNTAIN scenario. The shaded area on the map indicates the area pertaining to this scenario.

On the Inside Back Cover (IBC) is a map of Arkham, Massachusetts. A portion of this map is also included in the GATE FROM THE PAST scenario.

In the center of this book PLAYER HANDOUTS are provided. They have gray borders for easy identification. Hand these pieces of information out as indicated in the scenarios and on the handouts themselves.

Introduction

Seven common situations as viewed through the Cthulhu Mythos.

The Asylum and Other Tales are transitional scenarios. In every campaign of *Call of Cthulhu*, certain situations arise with regularity. This book turns several frequently-encountered ones into adventures for hapless investigators. Keepers are urged to use them as they wish, perhaps when stuck for ideas between more extended adventures, or perhaps augmenting larger campaigns with them. The situations and possible ways to use are treated below.

The Auction — Where can the investigators obtain some of those neat arcane books of forgotten lore, or similar magic items without battling horrendous monstrosities or robbing elder crypts? Obviously, an occult auction (common in the 1920s) is the best spot. This scenario is effectively divided into two sections. The first simply covers the auction itself, along with a prodigious list of magic and pseudo-magic items on which investigators may spend their cash. The second part of the scenario leads into a ghoulish murder and the ramifications thereof.

If a keeper feels no need for the murder and other scenario trappings, and merely wishes to run his players through an auction, the complete auction rules and a quite good example are provided. An auction can be used to lead into a scenario in many other ways as well. For example, a magic item purchased at an auction could well lead the owner to madness and death.

The Madman — Madness is a common fate for investigators in *Call of Cthulhu*. When the next investigator goes indefinitely insane (that is, when he loses 20% or more of his current SAN without dropping to zero or less), then this scenario might be brought into action. The players can be misled to think that the insane investigator was less harmed than they thought, or that he has been quickly cured. In reality, of course, he has generated the split personality of the scenario. Simply replace Adam Smythe of the scenario with your insane investigator. That he is still insane should surprise the investigator and his player as much as the other investigators.

Black Devil Mountain — A major problem of investigators in many campaigns is lack of funds. An inheritance,

such as the one described in this scenario, is a possible source of money for the investigators. Thus, they can be enticed into examining their new property and, possibly, into cleansing it of its evil taint to make it firmly theirs and a resource in future adventures.

The Asylum — In every campaign of *Call of Cthulhu*, someone goes mad, frequently a player-character. When this happens, the lunatic's friends frequently employ a sanatorium to heal his mind. The asylum of this scenario is ideally suited to house wild-eyed investigators. When the next character goes insane, use machinations to get him committed to the Greenwood Asylum. Later, perhaps even after the passage of a scenario or two, the keeper can begin suggesting that this place is perhaps experiencing difficulties of its own. In fear for their friend, the investigators should be easily lured into the scenario, and the fun begins.

The floor plan of this asylum and the insane personalities presented in this scenario can be used by inventive keepers to create their own scenarios. Psychiatrists may be the heroes, rather than the villains, of such future adventures. Perhaps efforts to cure one of their patients have led doctors to discover too much for their own good, and brought persecuting Horrors to their doorstep?

The Mauretania — In most campaigns, steamship voyages are frequent. The Mauretania scenario proposes a more eventful voyage than most, and also offers glimpses of the great vessel and describes people and happenings aboard such a ship, enabling the keeper to suggest such ships in future scenarios.

Gate from the Past — The Gate spell has proved to be one of the more durable spells in *Call of Cthulhu*. This scenario has potential use in conjunction with the investigators' discovery either of a Gate itself or of the Gate spell. Such a situation might easily be set up so that the Gate found by the investigators is the one of the scenario, or so that the Gate spell cast by the intrepid investigators somehow

wakened the fabric of reality in the region so much that the Old Ones' Gate can burst through.

Westchester House — This scenario simulates a situation which may not exist in every campaign, but should. To keep your players from becoming too blasé, provide an occasional hoax or false alarm. As an example, this

scenario has absolutely nothing supernatural occurring in it at all, though all the signs point to a particularly grim set of ghosts. Once the investigators stupidly race around Westchester House, and are completely fooled into believing in outré horrors, then on their next adventure they may be more willing to observe the necessary line between gullibility and skepticism.

The Auction

*The Investigators have been invited to Vienna, Austria.
The renowned House of Ausperg is holding an exclusive auction
of occult paraphernalia.*

INTRODUCTION

Through the favor of a patron, the intrepid investigators have been invited to an auction of occult items at the famous House of Ausperg [OWS-peerrg], auctioneers to the titled, in Vienna, Austria. If the investigators have no patron, and none of them are wealthy enough to be invited on their own merits, choose either Sir Martin Murray or George Walker as their patron to intercede with Ausperg and put the investigators on the job. Sir Martin wishes to be discreetly guarded as soon as he acquires lot 16, the Ring of Solomon, for he fears demonic intercession once he controls such an artifact (in fact, the ring has no magical power). George Walker wishes help in acquiring lots 6, 7, 12, and 15; if possible, by bidding up the first five items to exhaust the immediate cash of other potential bidders before they have a chance to bid on the items George wants. In either case, the patrons will want to avoid association with the investigators before the auction ends.

In this scenario, the investigators travel across Europe and mingle with high society before the actual adventure starts. The intrigue begins with a dreadful murder during the auction, and the theft of one of the items being auctioned. Direct all efforts to convincing the investigators that the auction is simply an interlude, a chance to make contacts and perhaps to obtain some interesting objects or information. Introduce the murder and subsequent activities to obtain the maximum effect. Using ghouls under his command, the murder and theft have been engineered by the priest of a forgotten god.

HISTORICAL NOTE

Austria's people suffered greatly after the end of the First World War. Tremendous unemployment, prompted by the partitioning of the Austro-Hungarian Empire into several separate states, reduced a once-great nation to poverty. Austria began to recover only in the mid-1930s. Until that

recovery, the cities did what they needed to survive. The black market thrived; politicians were bought and sold; bribery of civil servants and police was common; the average person endured in any way he could.

These bad years affected even the nobility or Europe, who had thought themselves above such troubles. The property of many titled personages was confiscated for debts; many more of the once-great were forced to sell estates, and prized collections of art and antiquities, to avoid public embarrassment or bankruptcy. Because workmen were paid daily, it was said that only workers and foreigners could afford to take a streetcar.

Private auction houses became useful and important, selling to the wealthy of other countries the properties of unfortunate nationals.

INVESTIGATORS' INFORMATION

The Catalog

The invitation includes a short catalog of the items to be auctioned, a copy of which is included in the player handouts. The same information (the description) is in the Keeper Information below.

The investigators may research any or all of these items; their players must successfully roll a halved Library Use skill percentage for each item, unless they are using the Miskatonic University library or the New York Public Library, which allow full use of the skill. Just what that research will uncover is presented in the 'history' section of the keeper's version of the auction catalog.

The House of Ausperg

Before the investigators leave for the Continent, they may wish to research House of Ausperg. The following information can be obtained with a Library Use roll at any large Library, or by talking with a representative of any reputable fine arts auction house.

The House of Ausperg is one of the oldest and most respected auction companies in Austria. The House has been in operation since 1847. Since the Great War, the house has tactfully and satisfactorily auctioned items and property from some of the greatest families of Europe. Scrupulously honest, their dealings are of the highest caliber. Few auction houses anywhere have better reputations or more wealth. The present owner, Frederick Albert Ausperg, represents the fourth generation of Auspergs.

If their players can successfully make either an Occult or half a Know roll, the investigators will know that the House of Ausperg will, when a large-enough private collection is brought to Ausperghaus or when enough single items are acquired, hold a special auction of items relating to the occult for a select group of collectors. Admission to these special occult auctions is allowed by invitation only, as indeed are most of the more general auctions — no gawkers or gossipers allowed. The investigators should understand that they will be dealing with the upper class — those with enough money and time to be able to appreciate rare and unusual items.

Travel and Accommodations

Transport to Europe can be had via any of a number of trans-oceanic liners. Second-class passage from New York to Hamburg is possible for about \$210. First-class passage is available for about \$600. From Hamburg, the investigators can travel to Vienna for about \$12 by train, a journey of some 600 miles. The invitation to the auction will arrive two months before the auction takes place, ample time for arrangements and travel.

Arriving in Vienna, the investigators must find a place to stay. They find accommodations of all sorts, from the seamy to the luxurious. Rooms are classed excellent, costing £5 per night; deluxe, costing £2 per night; comfortable, costing £1 per night; dingy, costing 10 British shillings per night; and disgusting, costing a mere 1 British shilling per night.

The investigators' accommodations may influence the people they meet later in the scenario. For instance, if an investigator takes a person of high birth and social standing to a dingy room, the visitor is unlikely to be impressed and less apt to listen to what the investigator has to say. The rooms the investigators take, if known to the wealthy people met during the course of the scenario, will modify all of their communication skills by the following percentages: Excellent +10, Deluxe no change, Comfortable -10, Dingy -20, and Disgusting -40.

The invitation which the investigators received asks that they pay a call at Asperghaus to indicate the number of people in their party, and to arrange any necessary financial transaction, to be given the exact time and date, and (purely incidentally) to be sized up as customers by a genteel factotum.

The language of Austria is German. If dealing with locals, an investigator attempting to speak has his Speak German lowered by 10 percentiles, unless he makes a Linguist skill roll upon arriving, or unless he is Austrian.

Financial Crisis

In the time of the adventure, the old Austrian currency system had been destroyed by the war and enormous in-

flation. A new monetary system based on the gold schilling would soon be established, but at the moment, all serious transactions will use the British pound sterling, exchanging one pound for a little less than \$5 U.S. Establish a Vienna exchange rate for dollars to pounds sterling as \$4.50 plus half a 1D100 roll, but constantly have native Austrians come up and try to exchange kroner (the native Austrian crowns) for dollars at astronomical rates, especially if vulnerable characters have low Bargains or Fast Talks.

Frederick Albert Ausperg

When the investigators go to the House of Ausperg, they will be met at the door by a major-domo, who will take them to an assistant, who in turn will handle any necessary details, such as establishing letters of credit. When the details are complete, they will meet the head of Ausperghaus.

Herr Ausperg is a 50-year-old example of a perfect Austrian gentleman. He is elegantly mannered, and certainly will kiss the hands of any ladies present. He of course speaks perfect English, with a cultured British accent.

He thanks the investigators for coming, and makes polite conversation with them, asking about their trip and such, and will talk at length about present conditions in Austria if asked. The investigators have arrived just in time, as the auction has been re-scheduled to take place the next evening at 11 p.m. after a late champagne dinner given at Ausperghaus.

For reasons of privacy, the auction is being held after normal business hours, Herr Ausperg explains. A few of the participants do not want it to seem as if they might be selling (rather than buying) at Ausperghaus.

Frederick himself has no interest in the occult. He, for reasons of business and of the honor of the house, oversees all the special auctions which take place in the House. If any of the investigators ask why he is holding an auction of the occult, he will state that the sale of these items is a service to old and valued clients, and that he would be remiss in his responsibilities if he did not attempt to nurture their every interest.

THE AUCTION LOTS

The lots to be auctioned are listed below. For each lot there is a short description of the item. The investigators also have this information.

Following this is a short history of the item, including any rumored special abilities it might possess. The investigators may have learned the history of particular lots. If they go to a Viennese library before the auction takes place, they will have to roll both a Read/Write German and a Library Use just to find a book covering the desired item, then roll another Read/Write German to read the book itself. This procedure must be followed for each lot the investigators wish to research. Since there is only one day to look up library information in Austria, the investigators can only attempt one Library Use each.

Finally comes a short paragraph for the keeper alone, which describes what the item can actually do, if anything. The investigators can discover this information only by experimentation.

Lot 1. Ankh, Egyptian

Description: Circa 550 B.C. Height, 23cm [9"]; width 10cm [4"] across the arms. Composed of an alloy of copper and silver bearing untranslated hieratic markings about the front. Also known as the "Blood Ankh." Minimum bid £100.

History: First known to be in the possession of Theophilus Magnus, a 14th century sorcerer who reportedly used this item as an adjunct in summoning demons. It was lost when he was burnt at the stake in 1371. It is next recorded in the hands of Lady Maria Spendoza of Madrid in 1587. She is said to have murdered children and bathed the ankh in their blood to give it supernatural qualities, whence comes its common appellation, the "Blood Ankh." In Inquisition records, the ankh was confiscated when Dona Maria was apprehended in 1595 and committed suicide in prison. Since that time, the ankh has rested in the successive hands of several private collectors.

Keeper's Information: The ankh can be used as a Voorish Sign if used to gesture during a spell's casting. An ordinary Voorish Sign may be used simultaneously. Using the ankh costs no POW nor SAN. This ability of the ankh may be discovered by closely inspecting the ankh and making a successful Cthulhu Mythos roll simultaneously. It has no other value save its age.

Lot 2. Manuscript of Beth Eloim

Description: In Hebrew, it was written circa 1580. The pages are illuminated with gold leaf. Leather binding, octavo, 426 leaves. Minimum bid £60.

History: Unremarkable

Keeper's Information: This book is a cabalistic treatise on angels, demons, the soul of man, how and why they exist, and what relationship they have to each other. Reading this book and studying it thoroughly adds +5% to the peruser's Occult skill. It has no relevance to the Cthulhu Mythos.

Lot 3. Multiple Lot

Description: *Nineteenth Century Ritual Objects* – Magician's cassock, embroidered with various signs of ceremonial magic; *hickory wand*, carved with astrological signs; *athame*, bronze inlaid with silver designs, 30cm [12"] long, double-edged. Minimum bid £40.

History: The three items are scorched as if exposed to extreme heat. Each is basic to a modern performance of ceremonial magic (which does not mean Mythos magic). The cassock, wand, and athame (a dagger used in the various ceremonies) are beautifully made; there is no chance that they are stage props.

Keeper's Information: All of the items were used by a person enthusiastically caught up in the renaissance of ceremonial magic in the late 19th century. The accoutrements have no magic power.

Lot 4. Hand of Glory

Description: U.S.A., circa 1900. The preserved left hand of a human, marked overall with mystic designs. Each

finger supports a candle reportedly made of rendered human fat. Minimum bid £20.

History: The Hand of Glory has been a staple of black magic for centuries. A preserved human hand (ideally from a hanged criminal) is surmounted with five candles, one on each finger. Each candle is made from fat rendered from the body of a murderer. Reputedly, when the proper spells are performed, the candle flames will point the way to treasure. The hand also could be used in summoning the dead. Finally, when taken into a household, the residents will fall asleep, and the hand's wielder can rob the building.

Keeper's Information: While authentic, this item has no magical powers.

Lot 5. Multiple Lot

Description: *African Fetish*, circa 1800, of teakwood and hair. About 18cm [7"] tall, in the style of the Hausi tribe of western Africa; *African drum*, circa 1800, teakwood and skin, irregularly shaped, 41cm [16"] tall. Both bear the sign of the same artisan. Minimum bid £30.

History: Both these items were brought back from Africa by Winston Rhys-Smith, a well-known English explorer who recently passed away. Both drum and fetish were made by a witch-doctor of the Hausi.

Keeper's Information: A successful Cthulhu Mythos roll when the items are viewed will inform the investigator that both the hair on the fetish and the skin on the drum come from a minor Mythos creature. A successful Zoology skill roll lets the investigator know that the skin and hair are from an animal new to science. Inside the fetish is carved an Elder Sign. If the investigators try to dismantle the fetish to see if there is anything inside, they must make a successful Mechanical Repair roll or they will destroy the sign in the process. The sign is only operative when the fetish is complete. The fetish could be placed across a path or entrance to block passage, as does an ordinary Elder Sign. The drum serves no Mythos purpose.

Lot 6. The Magus

Description: Book by Francis Barret, first edition, 1801. Lackington, Allen, & Co. Publishers. Minimum bid £50.

History: This book helped start the occult renaissance of the 19th century. Francis Barret was considered a learned man by some and a fraud by others. His book has become one of the mainstays of modern occultism, and deals with alchemy, astrology, ceremonial magic, and demonology. A first edition copy of this book would certainly be a collector's item.

Keeper's Information: This counts as a Mythos book, although most information in it is unrelated to the Mythos. It adds +10% to Occult, +5% to Cthulhu Mythos, has a x1 Spell Multiplier, and costs 1D8 SAN.

Lot 7. Sword

Description: German, circa 1350. First belonged to the alchemist and sorcerer Paracelsus, it is 108cm [42"]

long, with a crystal pommel engraved with the word "AZOTH." Minimum bid £250.

History: Paracelsus was a German philosopher and alchemist renowned for his wide knowledge. Supposedly he summoned up a demon and had it imprisoned within the hilt of his sword, to do his bidding. Modern occultists and students of alchemy believe that Azoth, the name engraved on the hilt, stands for the vital alchemical principle which makes life possible, not for the name of a demon.

Keeper's Information: The students of the occult are correct. The sword's only magical power is its ability to act as an enchanted weapon for purposes of striking certain types of Cthulhu Mythos entities, such as the Hounds of Tindalos. It is valuable simply from a collector's viewpoint, as few swords from Europe survived the Middle Ages.

Lot 8. Skull, Human

Description: Used during black masses, circa 1500. Top of skull has been removed and the interior inlaid with silver, to form a cup. The rim is surrounded by 13 garnets. Minimum bid £100.

History: Frequently, human skulls were used in black masses during the Middle Ages. This one is particularly ornate; perhaps it belonged to a nobleman or was constructed for a specific purpose, such as the consecration of a new coven leader.

Keeper's Information: This artifact was indeed used in black masses, but has no other powers. Garnets are stones of Saturn, astrologically the planet which governs the doings of evil. Silver is the metal of the moon, which represents hidden things.

Lot 9. Riveted Brass Head

Description: German, circa 13th century, artisan unknown. Similar to the "Philosopher's Head." Minimum bid £130.

History: This item is purported to have been constructed by a black magician in imitation of Roger Bacon, and is said to have had the ability to answer questions dealing with metaphysics and deep philosophy. An unknown ceremony evoked it.

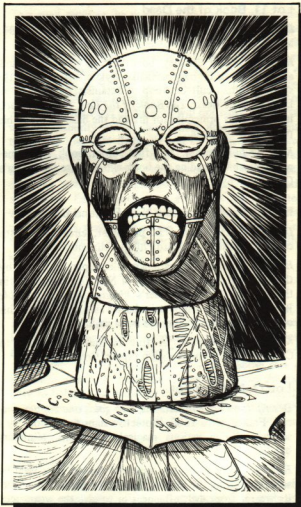
Keeper's Information: This is a Mythos artifact, and a powerful one, which the ghouls will steal. The brazen head is made of riveted brass shaped into the form of a human head, with hinged eyelids and jaws which will prove immobile to prying investigators.

The brazen head itself does not appear to be much, but if at least a quart of blood is burned over it, and the correct ceremony is performed, the brass eyelids open, revealing living eyes within the head. Anyone who sees this must make a SAN roll — failure causes the loss of 1D6 SAN points. A successful roll means no points are lost. ("Burning blood" is best created by mixing blood with some flammable substance before igniting it and pouring it over the head.) The brazen head will then answer one question dealing with the Mythos with an accuracy of 75%. If an investigator seeks increase of his Cthulhu Mythos knowledge by conversing with the head, he can add one

point to his skill (losing 1D3 points of SAN in the process) each time he activates the brazen head specifically for that purpose. Such activations may be performed numerous times. If the brazen head is asked to teach spells, it will reply that it knows but one, which summons a potent being from the void, capable of teaching much. A person learning this spell can attempt to make a Cthulhu Mythos roll. If it succeeds, he will realize that there is something vaguely wrong with the spell. Though it doesn't sound right, the head will insist it is correct. After finishing a conversation or answering a question, the head will close its eyes and will not speak further without a new sacrifice and ceremony.

Imprisoned within the head is a Servitor of the Outer Gods, the source of the brazen head's power. A human sorcerer imprisoned it, and it can only be released via the spell it teaches. This spell will release the Servitor of the Head and crack open the brazen head. The being will travel from the broken head to wherever the caster of the spell is. Once the Servitor has arrived, it will attempt to kill the caster and all with him. It will go on to hide in the neighborhood, sneaking out to slay, and will only stop when it has killed a total of 600 people — roughly one for every year of its imprisonment. The caster of the spell and his friends will be safe only if the creature can be bound or dismissed.

The Brazen Head



The Servitor of the Head

STR 14 CON 15 SIZ 13 INT 10 POW 15
DEX 16 Hit Points 15 Move 7

WEAPON: Tentacles 45%, 2D6 damage

NOTES: Each round, the creature can attack with 2D3 tentacles. Normal weapons do no damage at all to this creature, and magical weapons (such as Paracelsus' sword) do only minimum possible damage. It regenerates 3 hit points per round until dead. It can summon a Byakhee, a Fire Vampire, and a Hunting Horror, taking 1D3+1 rounds each. It costs a point of the Servitor's POW to summon a being, and an additional point of POW each 5 rounds the being remains behind. This POW is regenerated normally. While imprisoned in the head it cannot summon these creatures, and will summon them only if endangered. Viewing the creature in the open costs 1D10 points of SAN if a SAN roll fails.

Lot 10. I-Ching Sticks

Description: China, second Ming dynasty. Carved ivory, six sticks used to cast the I-Ching, each 15.5cm [6"] long, by 40mm [1 1/2"] square. Minimum bid £70.

History: Unremarkable.

Keeper's Information: A collector's item, but nothing more.

Lot 11. Book of the Dead

Description: Author Aleister Crowley. Published 1904. Minimum bid £10.

History: Aleister Crowley, born 1875, is an occultist and a practitioner of his own particular style of black magic. He started a small cult or group of Satanists; he liked to be known as the Beast. The *Book of the Law*, his first effort, laid down his principles for life and the basic tenets of his philosophy of magic.

Keeper's Information: As a first edition book, it is somewhat valuable. Reading the book will increase the reader's Occult skill by +5%.

Lot 12. Prodigies in the New-England Canaan

Description: Colonial U.S. pamphlet, circa early 18th century. Author Rev. Ward Phillips. Minimum bid £55.

History: An exceeding rare pamphlet depicting attacks by the Devil on a particular area of New England. Much in the vein of Cotton Mather's *Wonders of the Invisible World*, but Rev. Phillips' tales have a ring of truth, and his occurrences as described give a more ominous meaning.

Keeper's Information: A true Mythos book: +5% to Cthulhu Mythos knowledge, no spells. Costs 1D6 SAN.

Lot 13. Multiple Lot

Description: Four medallions, two gold, one copper, one tin. France, circa 1600. Protective signs to be worn by a sorcerer during various magical operations. Minimum bid £45.

History: Many protective signs and charms were used by sorcerers during the renaissance, each designed to protect its wearer from evil influences or to give the wearer cer-

tain abilities or powers. A separate Occult roll made for each medallion will give additional information following. One gold medallion is to release the wearer from bondage. The other is to cause spirits to become visible. The copper medallion is for use in love spells, and the tin medallion is meant to bring money and power to the wearer.

Keeper's Information: These decorative pieces of metal have no powers whatsoever.

Lot 14. Dictionnaire Infernal

Description: Author Jacques Collin. France, published 1863 by Plon. Illustrated. Minimum bid £18.

History: This book lists and describes the major devils of Hell.

Keeper's Information: This book adds +5% to the reader's Occult skill.

Lot 15. Shaman's Medicine Bag

Description: Eskimo, leather, modern. Minimum bid £5.

History: An eskimo shaman gathers together certain items as directed by his spirit guide. The items together weigh only a few ounces. These items, when sealed into the bag by a special ceremony, become the heart of the shaman's power. It is supposed to be death to open and look into a shaman's medicine bag.

Keeper's Information: A collector's curio only. If the investigators insist upon looking inside, what they will see is brown dust, crumbled leaves, a seal's tooth, and a dried piece of animal fat.

Lot 16. Ring, Gold

Description: Arabian, circa 19th century. A design of intertwined serpents surrounding a magical symbol representing the Seal of Solomon. Minimum bid £35.

History: The Seal of Solomon is a magical symbol which Solomon, in Judaic and Arabic legendry, is said to have used to command and imprison demons. Absolute authentication is, of course, impossible.

Keeper's Information: This is a nice ring without special abilities.

THE AUCTION

At 9 p.m. on the night of the auction, the guests arrive, and a buffet dinner with champagne is served in the Green Room. A string quartet plays Hoffman and the Strauses, and Schubert as a change of pace. In the time between the dinner and the start of the auction, the investigators will have a chance to talk to the other bidders and to move about in polite company. The dress for the evening is formal. A man dressed in anything less than white or black tie suffers -15 percentile loss to all Communication skills for the rest of the scenario when dealing with the other bidders. Rented tuxedos penalize such skills by -5. Carrying weapons (except for the ceremonial swords of officers) indicates a crudity of breeding and is reason for expulsion from the premises.

An investigator may commit social gaffes such as eating meat with a salad fork or drinking water from a wine glass. Each investigator's player must attempt to make a Know roll to prevent this. If successful, there is no prob-

lem. If failed, the investigator in question has done something wrong and blithely goes about the room showing his lack of social grace, and suffering an additional -10 penalty to his Communication skills with whomever he speaks. Another investigator may correct the problem, but those impressions already made cannot be changed.

Guests of the Auction

The following lists the guests of the House, their background and their main interests. Only the first two listed, Lady Margaret and Michel de Borsavin, are willing to physically assist the investigators. Nicoli Tychevski is willing to sell information to the investigators, but will not aid them physically.

Lady Margaret Jameson, Englishwoman aged 24

STR 7 CON 9 SIZ 8 INT 13 POW 9
DEX 14 CHA 18 EDU 13 SAN 30 HP 9

SKILLS: Occult 65%, Oratory 70%

The beautiful Lady Margaret, daughter of a steel baron, was brought up with the refinements common to nobility of late Victorian times. A snob, she will not speak to anyone who is not impeccably dressed or who commits a blunder in etiquette. She will not exchange more than a few polite words with anyone she considers beneath her social class although, if the investigators can convince her that they are American businessmen, she will be amused by the idea of talking to such demi-gangsters and philistines and may dally with them, hoping to pick up some pearl of a *faux pas* with which to later regale her friends.

As a product of a jaded age, Lady Margaret has spent her short lifetime looking for the different and unusual. Recently she has been studying the works of Aleister Crowley, and has corresponded with him. Her purpose at the auction is to acquire the first-edition copy of Crowley's *Book of the Law*. But, (from her communications with Crowley) she also has heard the legend of the brass head, and is determined to present it to him. Therefore, if asked for help later in the scenario, she will give it, using the request as a chance to steal the head for Crowley.

She does not understand the workings of the head, nor does she know the ceremony to activate it, but there is a 10% chance per week after she steals it that she will find out how it functions and will release the Servitor of the Head 1D10 days later, resulting in the destruction of herself, the building she is in, and all the people in it.

Michel de Borsavin, Frenchman aged 39

STR 11 CON 9 SIZ 8 INT 14 POW 12
DEX 11 CHA 8 EDU 19 SAN 17 HP 9

SKILLS: Occult 40%, Oratory 65%

Michel heads some French spiritualists who are dedicated to communicating with the dead. He found out about the brass head in his researches and believes the spirit world speaks through the head. He wishes to acquire it for use as a centerpiece in a special seance which will allow him to contact the spirit world with greater ease. He will agree to help the investigators in return for a promise to be able to use the head in such a seance. Michel is a true psychic with a 05% chance of actually contacting some sort of

ghost, a 50% chance of getting miscellaneous tapping noises and a 10% chance, if 91-00 is rolled, of contacting the entity in the head if her performs the ceremony with it. If that happens, he must make a POW vs. POW roll on the resistance table or be taken over by the head's entity and forced to free it by reiterating the releasing spell.

Sir Martin Murray, Englishman aged 43

Sir Martin is a famous collector of the occult. When he was stationed in India during the Great War he interviewed fakirs and wonder-workers there. Sir Martin ran into more than just fakirs, and now has a Cthulhu Mythos knowledge of 10%. Terrified by this information, he will leave if anyone seeks to talk to him about it. Other than that, Sir Martin is a classic English bore, droning on about horses, hounds, guns, and stocks.

Count Nicolai Tychevski, Russian aged 36

Refined in both manner and dress, he professes to have been a courtier to Czar of all the Russias before the recent revolution. He claims to run an export house in Greece. If any of the players for the investigators make half a Know roll, his character will have heard of Tychevski's name connected with one of the largest black market rings in Europe.

He was actually a personal servant of the Czar. During the revolution he fled with what gold and jewels he could grab. He first became interested in the occult through contacts with supporters of Rasputin.

If the investigators ask him for help, he will, for a \$100 fee, use his Viennese contacts to get information on a person. This information has a 70% chance of being correct. It will be general information, such as sources of income, criminal contacts, criminal records, scandals, mistresses, and the like. Refunds are not given. If the investigators make threats, they are likely to be beaten up by hired thugs.

Lesek Czernin, Hungarian aged 30

This secretive fellow will talk to no one before or after the auction. He is a retainer of an old Hungarian family which has sent him as an agent to buy for them. He will not reveal the names of his patrons.

George Walker, American aged 41

George is an agent for the Smithsonian Institution and is here to acquire several of the items for the Smithsonian's collection. He is passing himself off as a private collector, as he fears that if the Smithsonian's name were brought in, the bidding might become more difficult and expensive, since institutions tend to retain collections in a way that private collectors do not. He nonetheless has a line of credit adequate to his task.

Klaus Hunderprest, Austrian aged 57

Klaus is secretly a priest of the Great Old Ones. He is fully described later. He pretends to be a stuffy Austrian gentleman with a dilettante's interest in the occult. He will try to distract any probing questions with spiels about the recent Bavarian and Bolshevik atrocities, and the horrible communists. More information on him is found later.

Darnel Kolson, Swede aged 25

Kolson recently inherited a vast family fortune. He has a special interest in alchemy and has written several important papers about alchemy for a variety of prestigious scholarly publications. His greatest joy is greyhound racing, and he loves to go on at great lengths about the sport, its training techniques and its history.

Bidding Table

The following table seeks to recreate a realistic bidding atmosphere. The name of each guest is followed by the total amount of money they are willing to spend, which in turn is followed by a bidding ceiling for any item except those marked with a dagger [†]. For example, Margaret Jameson: £1600-£500. This means that Lady Margaret has a total of £1600 at her disposal and will bid a maximum of £500 on any item except the one marked with a dagger, to obtain that item, she will bid all she has.

Cross-index the bidder with the lot number to see how willing the person is to bid for that item. The legend for the chart is as follows:

A dash [-] means the person will not bid on that item unless the keeper decides to live up the situation by forcing him to do so.

An asterisk [*] means the person will definitely bid on the lot. There is a 40% chance per round of bidding that he will drop out. To see how much he increases the bid by each round he remains, roll 1D6 and multiply the total by £10. No guest will bid over his bidding ceiling for items marked by an asterisk.

A dagger [†] indicates that the guest will bid on that item, ignoring his bidding ceiling. He will up the bid each round by 1D6 times £20. There is a 20% chance per round of bidding that he will decide to drop out of the bidding even on these items.

The keeper may, of course, modify any die roll he receives for any result on the bidding in order to keep tension high for the players.

THE AUCTION AND MURDER

At 11 p.m. the buffet is cleared and the guests settle into comfortable easy chairs set up in front of a display table. A small podium at one side is for the use of Frederick Ausperg, the auctioneer. Servants continue to pour champagne and brandy. Cigars are offered. Viennese coffees are available, as well as fabulous pastries.

The lots will be sold in numerical order, one at a time. When a lot is brought in, a house attendant will wait in attendance with it, and for a few minutes all of the guests will be able to observe the item. Surely no investigator will be so gauche as to touch an item — the non-player-characters certainly will not. If they wish to see an item from various angles, or if they wish to see the interior of a book, or hear the ring of the metal, the gloved assistant will show or achieve whatever the bidders desire.

When the bidders are content, the muted strings of the quartet fall silent, and the auctioning will begin, following the previous rules. Decide randomly among those bidding as to who bids first. If the investigators do not bid on an item, it may be ignored or disposed of quickly.

After a lot has been sold, it will be placed on a side table; a card bearing the purchaser's name accompanies it.

The languorous, restrained bidding goes normally until an assistant leaves to fetch Lot 7. Several minutes will pass, and while Ausperg smoothly fills the interval with urbane conversation, he finally dispatches another assistant to speed up things.

Moments after the servant leaves the room, the air is rent by a scream. The guests freeze in their seats, but Ausperg strides to the door. Any investigators succeeding from a roll of POWx4 or less will not be shocked by the scream and may follow Ausperg out the door; no non-player-characters will follow.

Going down the hall, they see Ausperg kneeling at the open door of the room holding the articles for auction. On the floor beside him is the assistant who just left the

BIDDING TABLE

Bidder	Lot Number															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Lady Margaret Jameson £1600 - £500	-	-	*	*	-	*	-	*	†	*	*	-	*	-	-	-
Michel de Borsavin £600 - £200	-	*	-	-	-	*	-	*	†	*	-	-	-	*	*	*
Sir Martin Murray £2500 - £600	†	-	-	-	*	*	-	-	-	*	-	*	-	*	*	*
Nicolai Tychevski £3600 - £800	*	*	-	-	-	*	-	*	*	*	*	-	†	*	-	*
Lesek Czernin £1000 - £300	-	-	*	-	-	-	†	-	*	-	-	-	*	-	-	*
George Walker £4000 - £1000	*	-	*	*	*	-	*	*	*	*	-	†	*	-	*	*
Klaus Hunderprest £300 - £100	†	-	-	-	*	-	*	-	-	-	-	*	-	-	-	-
Darnel Kolson £500 - £200	-	*	*	*	-	-	†	*	*	-	-	-	*	*	-	*

auction room, sprawled motionless. A successful First Aid roll tells the investigator that the assistant has swooned but is not injured.

If the investigators look past Ausperg into the preparation room, they can see a shambles. The furniture is destroyed, and the articles for auction lie strewn about the floor. Worse, the body of the first assistant, or what is left of him, has been torn limb from limb and scattered about the room. Players must make SAN rolls for all characters seeing this. A failed roll means the loss of 1D6 SAN points. Players must also make a roll of the character's CONx5 or less for all characters (even those succeeding on the SAN roll) or their characters vomit on the spot.

The body of the assistant has been clawed and gnawed. A successful Cthulhu Mythos roll reveals that they are dealing with a minor Mythos monster, and perhaps more than one. If an investigator examines the remains, and receives successful Spot Hidden and Idea rolls, he will notice that parts of the body are missing, especially muscle slabs from the thighs and torso. The internal organs appear to be fully present. In addition to the stench of blood and the internal organs, investigators will be able to detect a sickly-sweet smell hanging in the room.

If the auction articles are meanwhile examined, have the investigator make a Spot Hidden roll. If he succeeds, he may try an Idea roll. If this succeeds, he will realize that the brass head is missing. Of course, if the player is smart enough to check for the brass head, the investigator will be certain to note its absence.

A trail of blood leads to the dumbwaiter in the preparation room. The doors are closed. If the doors are opened, the shaft leading to the basement is visible, and the top of the powered dumbwaiter can be seen. This dumbwaiter is about 30 cubic feet in capacity, and might easily carry a man (or even two) for such a short distance. A push of the button fetches the device to the second floor. Its interior is stained with bloody footprints and handprints, but is otherwise empty. It reeks of the same sickly-sweet smell as the room, but the smell is stronger.

At this point, the investigators' patron appears. Though severely shocked by the situation, he or she is nonetheless firm-willed, and introduces the investigators as "gifted amateurs who have been successful in several macabre episodes. Their intelligence and discretion may be relied upon." Their patron further says that they should not wait for the police to arrive to begin investigating this heinous crime which has sullied the honor of Ausperg-haus.

His Austrian honor shining brightly, Herr Ausperg summons another assistant (who always runs at first danger), instructs him to give the investigators every assistance so long as they need, and then the head of the House of Ausperg goes to meet the police.

If the investigators move swiftly, they can learn everything they need before the police finish their initial interview.

The assistant will show them the basement (if they do not bravely take the dumbwaiter down). It will be discovered that one wall of the Green Room vault has collapsed. A tunnel, now collapsed, has been opened through the outside wall of the vault; large jacks still in place pushed apart iron reinforcement rods. The tunnel earth is still fresh, the opening is obviously brand-new.

A quick inspection of this vault and all the others shows that only the brass head is missing.

AUSPERGHAUS

This building is in a fashionable business section of Vienna, not far from the Hofburg. It is an unremarkable two-story stone structure of unimpeachable sturdiness.

On the first floor, visitors enter into a magnificent main reception room with burgundy carpeting, crystal chandeliers, and Louis XIV furniture. A marble staircase leads to the second floor.

Most of the first floor is offices and filing rooms. There is a complete kitchen with an excellent French chef and an expert Austrian pastrymaker — the stars of its staff. In the rear of the offices a rear stairwell leads to a full basement.

The basement door is made of sturdy oak and the investigators will see that it is always locked. The basement holds the coal-burning furnace, the steam of which heats the building. There are also four large concrete and brick (STR 150) vaults in which items to be auctioned off are stored. The steel doors to the vaults are still locked and secure; they cannot be overcome by any amount of smashing and bashing.

Each vault is an identical plain room, with an oversized dumbwaiter in a wall leading to a different preparation room two stories above. In each vault are a number of actual safes, strongboxes, labelled shelves, and so on. Instruments on each door give temperature and humidity.

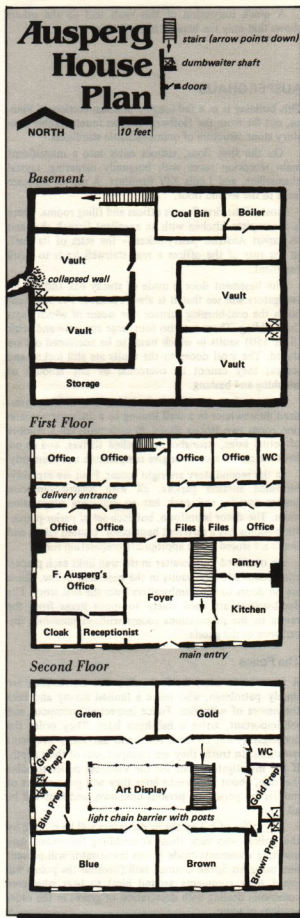
In the second story are eight rooms. Four are superbly-furnished auction parlors, all with Austro-Hungarian empire motifs, and each has an adjoining preparation room. The decor is uniform, but each set of parlor-preparation rooms has a different basic color. Unused tables and chairs are stored in the appropriate preparation room.

An oversized dumbwaiter in the wall links each preparation room with the vaults in the basement below. There are no doors to the dumbwaiters from the first story. The dumbwaiters are used solely to move items from the vaults to the preparations rooms without unseemly disturbance of the guests.

The Police

A few minutes after the first call, police arrive. They are simply patrolmen, who make a limited survey and take the names of witnesses. Police inspectors, pompous and self-important, arrive a half-hour later. They order the investigators not to leave town and ask many irrelevant questions. In truth, they are stumped, out of their depth. If the investigators wait for the Viennese police to solve the case, about two weeks later they will get a report of murder by person or persons unknown, and that will be all.

Any offer of aid by the investigators will be refused by the police, who view them as meddling foreigners. Any insulting comments made by an investigator will prevent him using his Speak German skill (because the police will guard their comments around him) to hear whispered comments dealing with desecration of graves in the older sections of town.



If the investigator interrupts such comments, the conversation will stop immediately. If he continues to listen, he will hear more. His player must make a separate Speak German roll for each item.

Data — Five graveyards have reported graves and mausoleums disturbed. In several cases the bodies were stolen. In others only the graveclothing and jewelry were taken.

Data — Most of the nighttime desecrations have taken place at an old graveyard known as Das Tor, or The Gate. It is mostly overgrown and untended.

Data — Twice the bodysmatchers were almost caught by a local patrolman, but both times the culprits fled into the night. In neither case did the patrolman get close enough to see the faces of the culprits, who both ran with a strange skipping gait and who both wore black cloaks.

If the investigators wish to question the patrolmen who saw the graverobbers, they will have to arrange a meeting through the desk sergeant at the police station. The investigators must succeed in a Credit Rating roll to do this (money talks). The sergeant will charge a finding fee of \$20 (American) to do this. For every \$5 over the basic \$20 the investigators give the sergeant, increase their percentile chances of actually arranging a meeting by 10. The patrolmen will say the robbers were short, fair, and that both limped.

The police will not allow the investigators access to their files. No chance exists. They are foreigners without police status.

THE INVESTIGATION

After the police leave, Ausperg will ask the investigators to help in solving the murder and recovering the lost item. He has faith in the ability of the police to solve the crime, but feels that the honor of the house may call for more speed than the police can supply. He will not suppose that gentlemen such as the investigators would require payment to correct an injustice, but he gladly places excellent accommodations, guides, transport, and so on at their disposal. If the investigators land in serious trouble with the authorities he can try to bail them out. He cannot get them out of jail for felonies such as murder, burglary, or illegally carrying a firearm.

Evidence at the Scene

Under the victim's fingernails are scraps of flesh. If a sample is taken and analyzed with a successful Chemistry roll, the investigators will find that the tissue is human-like, but with disturbing chemical differences. For instance, the sample cut into sections had unusual resilience and resistance to destruction. There is an absence of pigmentation and of chemicals normally associated with pigmentation. The blood group is unknown.

Analysis of the tissue will take a week. The investigators must gain access to a lab to do the analysis. If asked, Ausperg will arrange for the use of a lab at a local university, or the investigators can hire a private chemist to do the work for £3 a day.

Fingerprint samples are quite clear for those who were supposed to be in Ausperghaus, but the prints of the attackers are strangely smudged, as if the ridges of the fingers were rubber.

Studies of the struggle indicate that (on a successful Know roll) two attackers participated.

The Tunnel

The tunnel through which the murderers gained access to Ausperghaus (and which they later collapsed to prevent pursuit) can be reopened with a few hours' labor, but smarter investigators will find that the nearest manhole cover offers a quicker route to the same sewer.

If the investigators try to track the murdering thieves through the sewers of Vienna, they will lose the trail among half-submerged stinking tunnels at the edge of the Danube. Keepers will find excellent chances to send obnoxiously bloated rats, desperate derelicts, and ghouls (or worse) against groping, unprepared investigators.

Suspects

A limited number of people knew of the auction and when it was held, including the servants of the house, Ausperg himself, the guests present, and an unknown number of associates of the guests. Since only those people who received invitations and actually came to Vienna knew of the changed date and time of the auction, Ausperg dismisses the idea of a foreign influence behind the crime.

Ausperg feels that all the servants of his house are blameless, but if the investigators wish to question them, he will unhappily permit it. There were five servants on duty during the night of the auction. If the investigators talk to each of them and a successful Psychology roll is made, they will find one who is obviously nervous and lying. His name is Karl Proust. He sold a copy of the plans to Ausperghaus and a schedule of the servants' positions during the auction to Klaus Hunderprest. It will be difficult to get Proust to admit this, however.

Ausperg will tell the investigators that he suspects three guests: Lady Margaret Jameson, Michel de Borsavin, and Klaus Hunderprest. Each of these people contacted Ausperg before the auction and attempted to buy the brass head from him. He could not honorably sell it, of course, as it had already been placed on the list for auction. Each was upset by his refusal to sell. Hunderprest even stormed out of the building, visibly angry. This is all the information Ausperg has.

Klaus Hunderprest

Hunderprest is a 57-year-old Austrian of uncertain parentage. His mind is quick; his stocky body is strong and capable.

He has a repellent cast to his face. His head is slightly pointed and his face is very long. His skin is oily and very coarse. He has a dark olive complexion with blond hair and beard, which make his swarthy skin stand out. There is something strange about him, though an observer will not be able to pinpoint it without watching him for at least fifteen minutes. An observer must make both a Spot Hidden and an Idea roll. If both succeed, the investigator will notice that Hunderprest blinks only once every couple of minutes.

Hunderprest is a descendant of a serpent man. Because of this, Hunderprest's family have been hereditary priests of a secret cult.

The cult worships a god called Hermes Cthonius, a psychopomp god of the dead. Any investigator receiving a successful Occult roll recognizes this name as that of a god banned in Roman times because it used corpses in its ceremonies. Through his priesthood, Hunderprest controls the ghouls.

He arranged for the theft of the brass head for a very specific reason. The murder was incidental. He had at one time a wife whom he loved dearly. Several years ago, she died. He has been searching for a way to restore her to life and believes the brazen head can teach him how. He learned of the head from the *Liber Tenebrae*, *The Book of Darkness* (a Cthulhu Mythos book, adding +8% to knowledge, having a spell multiplier of x2 [giving first the spell Contact Ghoul, then Contact Nyogtha, then lastly Contact Y'Golonac], and giving a SAN loss of 1D8). This book also contains a ceremony for activating the head.

If confronted by the investigators he will seem distracted, as though he has something else more important on his mind than the conversation at hand. He is polite but distant, and uses as few words as possible. Any question dealing with the cult will alert him, and he will leave as quickly as possible, disavowing all knowledge.

If he encounters the investigators more than twice, or if they press him with threats or reveal Cthulhu Mythos knowledge, he will become angered and shout at them to leave him alone if they value their persons.

He will then use his own underground contacts to find out where the investigators are staying (he has a 20% chance per day for success). He will then hire a gang of thugs to kidnap one of the investigators. This attempt will succeed automatically. The thugs will all be armed with pistols and blackjacks. They will pull up in a car and hustle the investigator off the street in broad daylight.

The rest of the investigators will then receive an anonymous message stating that the safety of their kidnapped friend depends on their leaving well enough alone.

The investigator is in deadly peril. Hunderprest will use him or her as a sacrifice, using the blood to help activate the brazen head. He will then give the corpse to the ghouls. He will not do this until three days after the investigator is kidnapped.

He will have the unconscious kidnapee placed in a coffin and put in one of the funeral crypts in the secret chamber below his room. The investigator, upon waking and finding himself apparently buried in a coffin must make a SAN roll. Failure means the loss of 1D3 SAN. There are airholes allowing him or her to breathe, but no food or water will be provided. The coffin lid is designed to hold prisoners and cannot be forced from within.

If the investigators remain in Vienna, Hunderprest will send the ghouls after them.

Klaus Hunderprest

STR 14 CON 10 SIZ 12 INT 12 POW 19
DEX 11 CHA 12 EDU 14 SAN 0 HP 11

SKILLS: Speak English 40%, Speak French 60%, Cthulhu Mythos 15%, Occult 70%, Oratory 65%

WEAPONS: Knife 35%, 1D4+1D6

SPELLS: Contact Ghoul

Please note that Hunderprest's Mythos score is only 15%. He does not understand fully just what he is meddling is meddling with.

If the investigators search city records, talk to neighbors, etc., their players may attempt one communication or Law roll for each character per week. Each successive roll yields one of the following scraps of information.

Data — Hunderprest live alone at 324 Vohlstrasse No. 1, a run-down section of town. Street maps or helpful locals can tell the investigators that this location is only a few hundred yards from Das Tor cemetery.

Data — He maintains few friends and no known criminal contacts.

Data — He has no known full-time job. He acts as a consultant occultist occasionally.

Data — His main source of income comes from the wide variety of jewelry which he pawns or sells regularly. There is no apparent connection to any criminal thefts or burglaries having taken place in or around the city. No robbery or burglary victim has identified any of the jewelry as his own. Hunderprest claims the jewels are family heirlooms. (Keeper's information: in reality the jewelry is brought from graves by the ghouls after they enjoy their meals.)

If the investigators wish to check with jewelers around the city they will find that during the last year Hunderprest is estimated to have pawned or sold items valued at no less than £5200, and that Hunderprest is well known throughout the city for his continual sale of jewelry, some 300 years or more old.

HUNDERPREST'S APARTMENT

The Vohlstrasse leads the investigators to a dilapidated three-story building. If they enter, they will find themselves before a door marked "No. 2 Adolf Liebermann, Manager." To their right, stairs lead to second and third floor landings. Each floor of the building is a single and separate apartment — a flat. The doors to the second floor flat are marked "No. 3 R. Horst," and the third floor flat is marked as "No. 4, Dr. Wolfgang Dornheim." There is no sign of any apartment or flat No. 1.

Examination of the outside of the building shows a separate entrance at the rear, evidently leading to the cellar. The door is unmarked, and there are no windows to indicate a basement apartment.

Adolf Liebermann owns and manages the apartment building. He will refuse to talk with the investigators about any of his tenants unless they can make a Debate roll successfully, arguing him into it. If the investigators work through an interpreter, the chances for success are halved. For every \$10 (American) bribe money which the investigators offer, add +5% to their chances for success. He will not ask for bribe money — the investigators must offer it.

He does not know much about Hunderprest, but he can tell the investigators the rather odd story of how Hunderprest came to take up residence in the basement.

Though the area of the city is not the best, he tries to rent to the best tenants possible. The second floor flat is leased by a junior civil servant in Vienna's transportation

department, Herr Rudolf Horst, while the third floor flat is rented by a professor at the Viennese Institute of Science, Dr. Wolfgang Dornheim, astronomer. Both of these tenants have been living here for four years.

About three years ago Hunderprest came to him wishing to rent an apartment. Since all were already occupied, he was told there was no room. Hunderprest said that what he really wished to rent was the basement, then but a simple unfinished storage room. Hunderprest offered to have the basement refinished at his own expense.

Liebermann thought this rather strange, but finding Hunderprest had ready cash and was willing to sign a five year lease, he saw no harm in it (as well as a chance to gain an extra room and renter for no expense) and allowed him to rebuild the basement and move in.

Liebermann knows the apartment is rather nice since he saw it while it was being worked on. He can tell the investigators of fine oak panelling and brass gas fixtures. He does not know more than that because he has not been in the apartment since Hunderprest actually moved in.

Liebermann will not let the investigators bribe, talk, or bully their way into letting them into Hunderprest's apartment. If an investigator manages to pick Liebermann's pocket or picks the door's lock and lets himself in secretly, Hunderprest will assume Liebermann has been snooping and Liebermann will disappear, a sacrifice to the brazen head as explained earlier.

If the investigators wish to talk to Rudolf Horst, they will have to come to his apartment after 6 p.m. — he works before then. He does not know anything about Hunderprest other than he is the "nut who lives in the basement."

Dr. Dornheim can be found at the Viennese Institute during the day and at his apartment in the evening. He has a telescope set up in his flat which he uses for his secret hobby, voyeurism. He will be quite friendly to the investigators if any player can succeed in his character's Astronomy roll or if any female investigator has a CHA of 13 or more.

He can tell the investigators that Hunderprest often goes on midnight walks in the direction of Das Tor. Dornheim sees him often in the small hours of the morning while he is "stargazing."

Dornheim claims that Hunderprest sometimes receives weird visitors at night. All these visitors are either very old or crippled, as they are stooped and limp. They always wear large black cloaks which hide them. Perhaps Hunderprest is some sort of quack doctor? If asked on what dates they were seen coming to Hunderprest's apartment, Dornheim will give approximate dates as he can remember. These will coincide with the dates of the grave robberies. This is all he can tell the investigators.

Any of the investigators who follows Hunderprest on a midnight walks can easily do so. He walks to and around the cemetery simply because he likes the atmosphere, not for any overtly sinister purpose. There is a 40% chance per night that Hunderprest will take one of his little walks, each walk lasting 1D4 hours. He walks often, and the locals accept it as normal for him to do so.

However, if policemen are met, and they sight the investigators, they may arrest them. With all the grave robberies taking place, anyone of a suspicious nature in the

area of a graveyard is arrested on suspicion. Because the patrolman on the beat sees Hunderprest so often, he is left alone.

If the investigator makes a Spot Hidden, he will see the policeman before he is seen. He can attempt to Hide in hopes the patrolman will pass him by, or he can attempt to Move Quietly and slip away. In either case, failure will result in the policeman's stopping and questioning the investigator, if not actually arresting him. He probably will be arrested only if poorly dressed.

A brassy investigator could approach the policeman boldly to "ask directions" or some other excuse, once he saw that the policeman had noticed him. In such a case, the investigator must either succeed in a Fast Talk or in a roll of CHAx5 or less on 1D100. A failure will result in his arrest. If he attempts to escape and fails, he will be charged with resisting arrest as well as for loitering. If at any time a policeman is injured or killed, when the investigators are eventually arrested (the police will spare no effort in hunting them down in such a case), they will be charged with assault, resisting arrest and/or murder. The charge of murder carries the death penalty. The least the investigators could hope for is to be permanently expelled from Austria as undesirable aliens; Herr Ausperg's influence will mean nothing once such a scandal developed.

THE NEIGHBORHOOD

The investigators can inspect the neighborhood where Hunderprest lives. He is well-known in the area for his late night walks to the cemetery, though the locals are so used to them that unless the investigators ask specifically about what he does at night, the subject will not come up. A communication roll, chosen by the keeper, or a bribery attempt must succeed to get the locals to talk at all.

The locals know little about Hunderprest except that he values his privacy. They know nothing about his late night visitors. They will tell the investigators that he occasionally goes to a nearby public house, the Voltassebar, or Full Cup Tavern. There is a 30% chance a night that he will stop at the tavern in an evening.

The Voltassebar

This seamy little place is hidden between two warehouses. The patrons are shabby and the drinks run to cheap beer and liquor. A drink here currently costs 5400 kroner local money, or 20 cents American. There is a chance that one of the patrons will start a fight with an investigator. To avoid this, each investigator must attempt to *fail* a Know roll. Those who *succeed* in their rolls will seem snobs and endure the drunken wrath of the patron. If more than one investigator fails his roll, the patron will pick on the smallest man (not woman) who failed his roll to fight.

Belligerent Drunk

STR 14	CON 9	SIZ 11	INT 5	POW 9
DEX 10	CHA 8	EDU 4	SAN 32	HP 10

WEAPONS: Kick 30%, 1D6+1D6

Broken Chair or Table Leg 45%, 1D6+1D6

Fist 70%, 1D3+2+1D6

NOTE: This man wears a pair of brass knuckles, raising his punch damage to 1D3+2.

Once this fellow is dealt with, the investigators can make inquiries among the rest of the patrons. But if the investigators ganged up on him, no one will talk to them. If they pull a gun or a knife to fight him, they will be thrown out of the tavern, though the police won't be called if no one is seriously hurt. But, if the drunk is beaten fair and square, they will be relatively friendly.

Most patrons don't know any more about Hunderprest than the rest of the locals. One man will give extra information for a dollar or so American money and a bottle of schnapps. This person was present on a night when Hunderprest became seriously drunk and began saying some strange things, but he will refuse to give his own name. If paid, the narrator will relate how one night Hunderprest came in from a midnight ramble and drank heavily. After several hours, he began to stumble about the room muttering about "getting m'wife back, I know the way," and mumbling about his "deep friends who can find people for me and who keep me in ancient glory."

At this point have whoever is translating for the rest of the investigators try another Speak German roll. If failed, only the information above is received. If successful, the line "who could find people for me" is translated correctly into the colloquialism "who could *dig* people up for me."

Soon the locals had enough of his garbled shouts and staggering about, and forced him to leave. Hunderprest went berserk and frothed. He screeched at them to leave him alone or he would serve them poorly. After Hunderprest was kicked out, a tough guy decided to follow after him and rob him. The old man would be an easy mark, in his drunken stupor and after being thrown around the tavern. The tough guy didn't come back. Now everyone leaves Hunderprest alone. If the investigators ask why this man is taking a chance on talking to them, he will state that the tough guy was his brother.

He will go on to say that while Hunderprest was raving, much of his colloquy was directed at a Doctor Wilhelm Verhamme, who was present. Though he is called "Doctor," he has never been able to produce a diploma or certificate. Verhamme shrank into a corner and cowered until Hunderprest left. He does not know what connection Verhamme had to Hunderprest, but will suggest his name to the investigators. After the narrator has said this, he will finish his drink, wish the investigators luck, and leave. He will not join the investigators, nor will they be able to find him again.

One of the patrons will tell Hunderprest that the investigators have been asking questions about him next time he shows up.

The Quack

As stated earlier, Verhamme passes for a doctor in the area. He actually has a First Aid skill of only 60%, and makes most of his money performing illegal abortions. If any of the investigators are wounded in the area, the locals will take them here.

If asked any questions about Hunderprest, Verhamme nervously will deny all knowledge of the man. He will talk only if bribed (minimum of \$100 American) or if the investigators threaten to tell Hunderprest that he gave them information.

Verhamme says that four years ago Hunderprest called him to his apartment (at that time on the far side of Das Tor), to attend to his wife Ida. The poor woman was suffering the last stages of cancer ("I think") and there was nothing that could be done. She had only days or weeks to live.

When he told Hunderprest this, the man flew into a rage, swearing to have the demons of the night tear Verhamme apart unless he helped her. Despite the ludicrous nature of this threat, Hunderprest's expression and tone of voice petrified Verhamme. When he reiterated that there was nothing he could do, Hunderprest horsewhipped him and chased him out. Verhamme still fears Hunderprest.

HUNDERPREST'S APARTMENT

If the investigators gain access to Hunderprest's apartment, they will first see an entrance hall, small and well-decorated. They may detect a faint trace of the same sickly sweet stink they first noticed at Ausperghaus.

Upon opening the door from the entrance hall they will be in a short corridor with five doors. The first door on the west leads to a well-appointed living room. Liebermann was not mistaken when he said much expense had gone into refinishing the basement. The living room contains a couch, two chairs, various side tables, and a cabinet with a variety of liquor in it and a small radio on top.

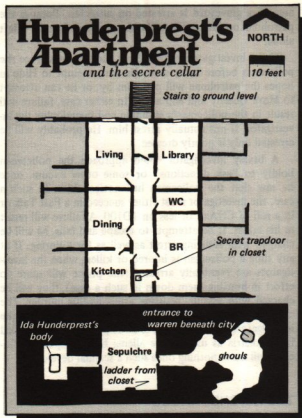
The door across the hall leads to a library and reading room. Books include the classics, an entire section of mystery novels, and an even larger section on the occult. While there are no Cthulhu Mythos books present here, if a player can make his investigator's Idea roll, the investigator will realize that many of the books are about resurrection of the dead or about reincarnation.

The next door on the west leads to the dining room, set up for only one person, with a small table and chair in the room. A door in the south wall of the dining room leads to a modest kitchen. The room is dirty; dishes in the sink have been there for weeks. The variety of kitchen utensils in the room could be used as weapons if need be. There is no icebox.

The door across the hall from the kitchen leads to a small bathroom, complete with claw-and-ball-footed tub and copper fixtures.

The remaining door from the corridor opens onto the master bedroom. This room is a disorganized shambles. Clothes are strewn about; drawers are half-open; remnants of late-night snacks litter the floor. If the investigators search this room and make a Spot Hidden roll they will find a diamond ring worth \$500. Unfortunately the last owner's rather skeletal finger is still wearing it. The character finding the ring must endure a SAN roll — failure means the loss of 1D2 points of SAN.

In the east wall of the master bedroom is a large walk-in closet. The sweet odor which the investigators may have noticed earlier is stronger here than anywhere else. If they search the closet and make a Spot Hidden roll, they will find a trap door concealed in the floor. To find the opening mechanism of the trapdoor requires a resistance table roll of the investigator's INT vs. the door's trickiness of 15. Each attempt takes 5 minutes. A given investigator may try only once to figure the door out.



Once the trap door is open, the stench will suddenly triple in strength, creating much discomfort. Investigators may clap handkerchiefs over mouths, etc. Below them is a hole in the earth with a ladder set into one side. On the wall of the dark tunnel is a light switch, with electrical wires running down the side of the hole. If the investigators turn on the lights to make their way, they will alert the ghouls below. The ghouls will not leave their room unless an unusual amount of noise is made, or unless the investigators talk while in the Sepulchre room itself.

While climbing down the ladder, have each investigator try a Geology roll. If successful, he will realize that this hole was not dug down from the basement, but dug up from below! This hair-raising conclusion could cost the character 1D2 SAN points if his player fails a Sanity roll.

At the bottom, 60 feet down, the investigators will find themselves in a nightmare. The walls are marble slabs stolen from mausoleums. Tapestries made of shrouds hang across the room, interwoven with the filthy bones of their previous owners. If the electric light is on, it shines in a ghastly way, giving everyone the pallor of corpses. The effect of this unsettling room is so grim that all investigators must receive a successful SAN roll or lose 1D6 points of SAN. Even upon a successful SAN roll an investigator must lose 1 point of SAN.

In the middle of the room is a small table and chair. On the table is a book and the brazen head, sitting on a silver platter. The head and platter are both encrusted with a blackish substance. A Zoology roll will tell the investigator that the blackish substance is burnt blood. The book is Hunderprest's copy of the *Liber Tenebrae*, the book of darkness.

On the north wall are three small tombs built into the wall. A captured investigator may be imprisoned with-

in one of these dread coffins. If no one has been kidnapped, or if the investigators are too late and their friend already has been sacrificed, then all three tombs are empty.

Of the two stout doors in this room, the west one leads to the room where Hunderprest's wife, Ida, rests upon a marble slab, awaiting the day when Hunderprest can resurrect her. Ida has withered and become wormy during her wait, and investigators must receive a successful SAN roll or lose 1D3 points of SAN. If the investigators destroy or molest the body in any way, the ghouls will rush to the attack. If the investigators destroy the body and escape, Hunderprest will summon more ghouls and personally lead an attack on the investigators, no matter where they are or what the hour is. Frenzied, his only thought will be to kill them.

The east door opens on the ghouls' cavern, where four ghouls always await Hunderprest's orders. Along with the ghouls are the leftovers of their most recent meal. Excepting Hunderprest, the ghouls will attack anyone who opens the door. When the investigators kill two ghouls, the others will try to escape down the hole (C) which leads to a warren of ghoul-dug tunnels beneath the city.

In the room of the ghouls, investigators will find a small chest filled with grave jewelry worth £2,000. They also will find several of the long black cloaks which the ghouls use to disguise their movement through the city. Cloaked ghouls were the visitors whom Dornheim saw.

If the investigators follow the ghouls, the players must roll beneath their characters' INT on percentile dice or become lost; these foul, slimy ways are lightless, random, and nearly airless, and frequently will defeat well-conceived plans to mark a path. If the investigators take no precautions, they automatically will become lost. Every four hours after that, their players can attempt to roll the investigators' POW or less on percentile dice. Success lets them emerge, blinking and befouled, into one of the city's graveyards. For each hour of wandering within the earth, there is a 30% chance they will encounter 1D10 ghouls. When the investigators realize they are lost, each investigator must receive a successful SAN roll or lose 1D4 points of Sanity.

The Ghouls

These ghouls have different characteristics, but their capacity to move and attack is identical. They have no armor; all guns do half damage to them. Sanity loss for viewing a ghoul is 1D6 unless a SAN roll succeeds.

WEAPONS: Claw (2) 30%, 1D6+1D6

Bite 30%, 1D6+1D6

Move 7

SPELLS: none.

Ghoul One

STR 17	CON 18	SIZ 6	INT 6	POW 10
DEX 15	HP 12			

Ghoul Two

STR 16	CON 10	SIZ 10	INT 9	POW 12
DEX 11	HP 10			

Ghoul Three

STR 18	CON 12	SIZ 9	INT 5	POW 12
DEX 15	HP 11			

Ghoul Four

STR 21	CON 10	SIZ 12	INT 6	POW 13
DEX 17	HP 11			

Ghoul Five

STR 19	CON 9	SIZ 11	INT 4	POW 9
DEX 15	HP 10			

Ghoul Six

STR 17	CON 13	SIZ 11	INT 7	POW 10
DEX 16	HP 12			

Ghoul Seven

STR 18	CON 9	SIZ 9	INT 8	POW 12
DEX 18	HP 9			

Ghoul Eight

STR 19	CON 11	SIZ 13	INT 4	POW 8
DEX 19	HP 12			

Ghoul Nine

STR 21	CON 12	SIZ 12	INT 5	POW 10
DEX 15	HP 12			

Ghoul Ten

STR 20	CON 8	SIX 12	INT 6	POW 11
DEX 16	HP 10			

Ghouls can attack with two claws and a bite in each round. After once biting a victim, the ghoul will hold on with its fangs and worry the victim, automatically hitting its victim every round thereafter. When the ghoul so clings, both victim and ghoul fall to the ground and roll about, and both ghoul and victim increase their chance to hit each other by 20 percentiles. The victim may attempt to dislodge the ghoul by rolling STR against STR. A victim cannot attempt to dislodge a ghoul and attack in the same round.

FINAL CONSIDERATIONS

Sanity Point Rewards

For killing or stopping Hunderprest and the ghouls and for returning the brass head, each investigator gains 2D10 Sanity points. The brass head is best secured by an Elder Sign. If Hunderprest and his foul ghouls are killed or stopped, but the head is not returned, the SAN point gain is 1D10. If the head is returned, but Underprest and crew are not stopped or otherwise disposed of, the SAN point gain is but 1D6.

Financial and Social Rewards

If any SAN points are gained as rewards, the investigators also will have 10 percentiles added to their Credit Rating when talking to European nobility. Further, if the SAN point gain is 2D10, each investigator also receives a gold and bejeweled ring bearing the Ausperg crest; each ring is worth \$2,000 American. The investigators will in any case be given Herr Ausperg's heartfelt thanks; they always will have friends in Vienna.

Author's Note

This scenario can establish, if the keeper desires, a worldwide web of contacts from the non-player-characters who were met at the auction. All of the occult items at the auction are existing or historical occult items and can, at the keeper's discretion, be made magical for the use of the investigators.

The Madman

*Black Knob, a community of 2500, has been well-publicized recently.
Farm Animals and townsfolk are inexplicably disappearing.*

INTRODUCTION

Investigators' Information

A small local paper, *The Trumpet*, has printed a series of articles about strange disappearances in the town of Black Knob, a community of 2500. Papers in New York and other cities have run these syndicated stories as features. Many pets and farm animals have vanished, along with a couple of citizens. Additionally, a woman, one Margaret Brown has been institutionalized after she was found babbling incoherently about a week ago. Some neighbors reported hearing a great flock of birds during that same night.

Several of the smaller tabloids have carried these stories together, along with a review by one or another noted occultist, who claims that there is a supernatural significance to these occurrences.

Keeper's Information

Adam Smythe, a wealthy New York dilettante, bought a small house outside of Black Knob three months ago. Adam Smythe had learned some mind-blasting outre lore from an old book, and this knowledge had driven the normally kind Adam into insanity and a completely split personality. One, whom we shall call Adam the Good, is a kind and sensitive person who has befriended and been befriended by the small community, and who has fallen in love with one Margaret Brown. The second personality, Adam the Bad, is the weaker of the two personas, but he is fully aware of Adam the Good, while the reverse is not true. Adam the Bad saw that a relationship with Margaret Brown could stifle his evil projects (having an innocent female at his side would make nocturnal trips and meetings with alien monsters difficult), so he drove her mad to eliminate the problem.

Currently, Adam the Bad takes over about twice a week. At other times, Adam the Good is in charge — and he knows nothing of the Great Old Ones (all memories of such have been expunged from his mind), nor of Adam the Bad's plans. Adam the Bad wishes to summon the Keeper of the Yellow Sign to earth in hopes that this being will purge him of Adam the Good once and for all. To succeed in this summoning, he must first contact Hastur, also connected with the Yellow Sign. Adam the Bad is in the process of consecrating the nine huge concrete blocks that he will need to summon Hastur (and, later, contact the Keeper of the Yellow Sign). These blocks are arranged in the forest, about one mile from Adam's house.

The keeper should carefully read this scenario, as the players are going to be confronted with an intriguing problem. Adam Smythe is a well-liked and gentle person. His death would galvanize this small community. The investigators will be highly visible while gathering information and will be the first suspects should what appears to be a murder occur. The police might even try to pin Margaret Brown's insanity on the investigators. What then can they accomplish?

One excellent way in which to deeply involve the investigators in the problem is to replace Adam Smythe with one of their own. The next time that an investigator goes indefinitely insane (from losing 20% or more of his SAN in a single shot), let him believe that he has been cured, by whatever means, but in reality, plug him into this scenario. This investigator should retire from play for a few weeks, perhaps ostensibly to regain his lost SAN, or to just semi-retire after his shocking experience. He can move to Black Knob, purchase the house described here, and in every way be like Adam Smythe in this scenario. He could even play his character completely unbeknownst to the fact that he has a split personality. If the investigator has a fiancée or girlfriend, replace Margaret Brown with that woman. If the investigator has none, then you can either say that during the few months he has been staying in Black Knob he became enamored of Margaret Brown, or else that Margaret is a close relative, say, a first cousin. Such a scenario may well be difficult to set up, but the rewards are well worth the efforts for an experienced keeper. Remember that at least once or twice a week, "Adam Smythe" will need to be out of play so that Adam the Bad can step forth. The scenario starts off without any obvious clues pointing at Adam Smythe, so that the investigators could be called in by Adam the Good to investigate the mysterious happenings!

THE TOWN OF BLACK KNOB

Police Desk at the Town Hall — Either a successful Law or Oratory roll will be required to get any information here.

Over the past few months the station has gathered many more reports than normal of missing pets and farm animals. This is a small community where everyone knows everyone else and their animals, but more ominous are two missing persons reports. One missing man is a gardener, Scott Spade, and another, Sim Monson, was a hobo. The constable is worried and mystified.

Office of "The Trumpet" — Anyone respectable-looking will be able to read the back files of the old *Trumpets* and

reports. Tom McKay, the editor and general author for *The Trumpet*, a 4-page weekly, will be more than glad to have visitors, especially if they are journalists. There have been three interesting stories lately. First were the mysterious disappearances. Second was the institutionalization of Margaret Brown. Third was the arrival of Adam Smythe in town and his whirlwind romance with poor Margaret.

There is little to tell concerning the disappearances except that neither of the men was respectable. The disappearances may be coincidental. Certainly Monson was a no-good, and anything could have happened to him.

The second and third stories tie together. Adam Smythe moved into town three months ago, and soon was courting Margaret Brown, giving money to charities, and showing that there was no end to his bankroll. His generosity was so innocent that everyone loved him. Then one night, about a week and a half ago, the bottom fell out for those two. Margaret was found sitting in her garden and babbling hysterically, though previously she was strong and sensible. She has been institutionalized. Poor Adam hasn't left his house since, though people do visit him every day, usually bringing food so that he doesn't have to cook. Nobody thought to try to understand what Margaret was gibbering so there is no record of that here.

Black Knob Sanatorium — It will take either a Psychology or a Debate roll to see the records. If a Psychology roll was made, her doctor will allow the investigators to see Margaret.

The records here are in bad shape and it requires a successful Library Use roll to make heads or tails of them. Margaret Brown was brought in eleven days ago babbling incoherently. The words and phrases used were nonsense.

If an investigator can speak to Margaret, and his player can make a successful Psychoanalyze roll when speaking with her, she will make sense for a few minutes. She will tell him or her that she is deeply in love with Adam Smythe. She doesn't understand what came over him. When he came to see her he was cruel and mean — nothing like the man she loves — and he brought those hideous creatures with him to torment her. Margaret will break down at this point and begin screaming. Interns will come in to remove her and ask the investigators to leave. Margaret knows nothing more.

Town Hall — To get to see the town's records will require an Oratory or a Law roll, or the written permission of a town official.

The investigators will find that 2½ months ago Adam Smythe asked for help in moving some heavily-loaded trucks through the town. The loads were covered and nobody here bothered to find out all of what was moved, but cement dust could be seen. The investigator can also see the file copy of Adam Smythe's house plan.

Black Knob Library — A successful Library Use roll reveals that Adam Smythe is a well-known occultist. His theoretical work infers that psychic beings are invading the earth, though this work does not contain any specific reference to the Great Old Ones.

Copies of all of the issues of *The Trumpet* are here, but talking with its editor is much more informative than reading his articles.

The Townspeople — If approached in a friendly fashion, the locals can be talked to and impressed by either a successful Credit Rating or an Oratory skill roll.

Most of the townspeople have never met Adam Smythe formally. A few feel that Mr. Smythe may have toyed with Margaret's affections. They also wonder what he is doing with those big concrete slabs beyond his house, which hunters have noticed lately.

AT THE SMYTHE HOUSE

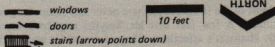
The Smythe house lies about five miles beyond Black Knob, just off the road to New Hampshire. The area around the house is hilly and wooded. The driveway is a quarter of a mile long and quite wide, wider than the road it joins. The house itself is a nice two-story bungalow, not 15 years old. If the investigators make a successful Spot Hidden as they approach the house, they can see a wide track leading eastward and cutting through the woods. This path is overgrown with bushes and weeds, but is wide enough for a truck to pass in dry weather. If inspected, a successful Track roll will reveal the wheel marks of the trucks which transported sand and concrete a few months ago. A foot path going the same way will also be seen.

Inside the house the investigators can meet Adam Smythe himself. He is a friendly, thoughtful man who states emphatically that he is willing to help clear up any

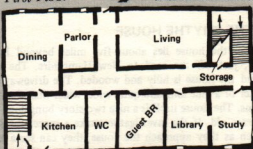
A Walk Through Smythe's Woods



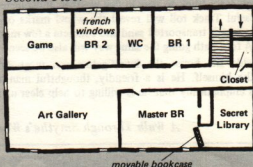
Smythe House



First Floor



Second Floor



problems in the community. Adam is heartbroken about Margaret Brown.

Adam the Good is unaware of the secret library upstairs and never, under any circumstances, does he go into the second bedroom. If, for some reason, the investigators enter this room and Adam sees the byakhee ensconced therein, Adam the Good will immediately become Adam the Bad. He may not try to kill the investigators then and there, but he may try to trick the investigators into getting themselves killed, or move on them in other ways. This is up to the keeper.

The Living Room: This is a lavishly-furnished but otherwise ordinarily-built room. Nothing here is of major interest.

The Kitchen: A typical kitchen except for rare and unusual spices in the cupboard. A door leads to a small basement.

The Parlor/Dining Room: Has a nice crystal candelabra that was picked out by Margaret Brown.

The Library: The books are all literary and historical works. Anyone searching will find no books on the occult.

Guest Room: Fully furnished.

Storage Room: This holds cleaning supplies, extra chairs, blankets, and other household equipment. Once a week the cleaning lady comes and uses this equipment.

Study — Here Adam does most of his work. Once again, there are no books on the occult. On the desk is Adam's latest work. It contains *The Truth About Alexander The Great's Sex Life*.

The Basement: A coal bin fills much of the room. It is now about half full. The remainder of the basement holds gardening and woodsman's tools.

The Second Floor

The Art Gallery: Adam's pride. In this room are four old drawings done by Rembrandt and 6 valuable paintings; one by Daumier, two by Vermeer, and three by minor Flemish painters. If sold together, they would bring around \$12,000.

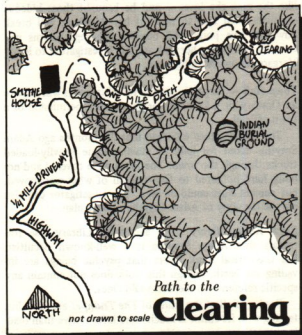
Game Room: Actually a billiards room with an expensive billiards table.

First Bedroom: A normal bedroom (but with silk sheets on the bed).

Master Bedroom: Again a very nice room. This room is half the size of the one shown on the official city floor-plan (if the investigators have one). If an investigator closely searches the room and can make a Spot Hidden roll, he will find that a small bookcase on the south wall can be moved aside, revealing an entry into a secret library.

The Secret Library: This musty room has no windows. Adam the Bad uses it for research. In here are many books on the occult. Also here is a book bound in human skin. This book, written in Latin, is titled *De Vermis Mysteriis*. The author is listed as Ludvig Prinn. This book is the original source of Adam's insanity, which now feeds on itself. (This book is listed among the books of the Cthulhu Mythos, table 6.A, in *Call of Cthulhu*.)

The Second Bedroom: The door to this room is barred from the inside. The door has a Strength resistance of 26. Up to two characters may try to force it at once. Inside is the nesting place for two byakhee bound to Adam the Bad. If Adam is in the house, the two will be here. If the investigators enter while Adam the Bad is off somewhere, the room will be empty, but a straw and bone nest will be here. In the south wall large French windows have been installed so the byakhees may fly in and out of the room. Since these windows are never locked, investigators could climb in from outside.



THROUGH THE WOODS

Adam the Bad has found and placed a ghoulish to live in these woods. There is a 50% chance each time the party goes through these woods that the ghoulish will sight them. If the ghoulish sees the investigators, it will ambush them. If the investigators number three or more, the ghoulish will stalk the party, jumping upon the last person in line at an opportune moment. If the ghoulish can kill the person in a single round of combat, the victim will not have had a chance to cry out, and the ghoulish can sneak off with his prey. This ghoulish has a foul lean-to in the center of the Indian burial ground, but the only things inside are bones of sheep and dogs. Adam the Bad will not notice the loss of his ghoulish for at least a week.

If an investigator's player successfully makes an Archaeology roll while at the burial ground the player will find a full suit of beaded birchbark clothing worth \$650 to any major museum. The suit is quite fragile.

The Ghoulish

STR 21 CON 14 SIZ 10 INT 6 POW 15
DEX 13 CHA 1 Hit Points 12 *93*

SKILLS: Camouflage 60%, Hide 95%, Move Quietly 95%, Listen 65%, Spot Hidden 90%

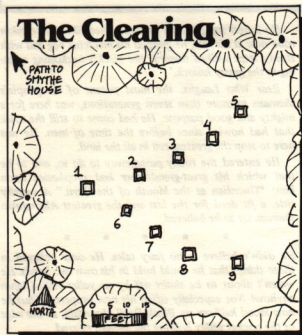
WEAPONS: Claws 60%, 2D6
Bite 75%, 2D6

SAN: If SAN roll fails, lose 1D6 SAN.

NOTES: The ghoulish can attack twice with his claws and once with a bite in each round. If the bite connects, then the ghoulish will hold on and continue to bite on subsequent rounds, automatically hitting. Firearms do half normal damage to ghoulish.

THE CLEARING

The clearing is about a mile from the Smythe house and is easy to find. It is atop a small forested hill. The surround-



ing trees and bushes will provide cover for anyone wishing to hide themselves (a Camouflage roll is needed as well, or else a Spot Hidden roll by Adam Smythe or a byakhee will sight them).

Atop the hill are nine huge cast concrete slabs, all of the same shape and size. Any investigator who makes a Cthulhu Mythos roll will recognize the "V" formation of these stones as some magical place. Any investigator knowing the Call Hastur spell will recognize the stones as necessary to that ritual. A close examination will show that seven of these blocks are bloodstained, but two are not. Adam the Bad is consecrating these shapes so that he can call Hastur. He has two slabs yet to go. The investigators have eight days from when they arrive in town until the final stone is consecrated.

If the investigators are waiting here at midnight, they will see Adam the Bad come to this clearing. Once he arrives, he will strip and his two byakhee (check for SAN loss on the part of hidden investigators - serious SAN loss could result in the investigator's crying out) will paint his body with green and black diagrams. Anyone seeing these arcane pulsing diagrams must make a SAN roll or lose a point of SAN. After this preparation, Adam the Bad will consecrate the next stone through a lengthy chant and careful walking of intricate patterns around the concrete. After consecrating the last block, Adam the Bad will attempt to call Hastur. He will do this every four days until he succeeds.

An Additional Problem

Adam the Bad has driven another person insane, but the town does not know about this. A gardener by the name of Banner, a friend of Scott Spade who had disappeared earlier, started to investigate matters on his own and happened upon Adam's secret. When Adam was done with him, Banner was not only insane but a loyal slave. If the investigators talk to Adam, and Adam the Bad suspects they could be troublesome, he will send his mad gardener to kill the investigators. No matter what questioning is done to this man, he will in no way implicate Adam, believing all his acts to be commanded by "those Ones that chew my brains."

Banner the Gardener

STR 13 CON 12 SIZ 12 INT 10 POW 11
DEX 12 CHA 5 EDU 6 SAN 20 HP 12

SKILLS: Botany 70%, Listen 50%, Spot Hidden 30%, Drive Auto 35%, Hide 60%, Move Quietly 35%, Climb 65%, Dodge 60%, Jump 70%, Throw 55%

WEAPONS: 9mm automatic pistol 55%, 1D8+2 damage
Fist 65%, 1D3+1D6 damage
Kick 40%, 1D6+1D6 damage
Bowie Knife 55%, 1D4+2+1D6 damage

Neutralizing Adam Smythe

Adam Smythe the Good would be greatly surprised by his alter-ego's activities. Perhaps the investigators could convince him that he is the problem. A photograph of Adam at the clearing could convince him. A successful Psychoanalyze skill use could get Adam into one person long enough to get him to commit himself or confess to the police if Adam the Good is convinced of Adam the Bad's existence.

Adam Smythe

STR 10 CON 12 SIZ 11 INT 16 POW 18
DEX 16 CHA 18 EDU 20 SAN 25 HP 12

SKILLS: Latin 90%, Listen 55%, Spot Hidden 40%, Hide 60%, Move Quietly 35%, Oratory 85%, Climb 60%, Dodge 80%, Jump 50%, Throw 55%

SKILLS [These skills are usable only in the form of Adam the Bad until and unless Adam is cured of his condition]: Cthulhu Mythos 45%, Occult 90%

WEAPONS: 20-gauge shotgun 40%, 2D6 damage

Fist 60%, 1D3 damage

Kick 45%, 1D6 damage

Dirk 55%, 1D6 damage

SPELLS [known only by Adam the Bad]: Call Hastur, Summon Byakhee, Bind Byakhee

Byakhee One

STR 21 CON 10 SIZ 17 INT 11 POW 12
DEX 15 Move 5/9 Hit Points 14 2-point armor

SKILLS: Spot Hidden 50%

WEAPONS: Claw 50%, 1D6+1D6

Bite 40%, 1D6+1D6 plus blood drain

SAN: A failed SAN roll costs 1D6 points of SAN. One point is lost in any case.

NOTE: Each round, the byakhee may either claw twice or bite once. If it bites, and the bite strikes home, the byakhee remains attached, and drains 1D6 points of STR on each successive round.

Byakhee Two

STR 19 CON 12 SIZ 18 INT 10 POW 11
DEX 14 Move 5/9 Hit Points 15 2-point armor

SKILLS: Spot Hidden 50%

WEAPONS: Claw 45%, 1D6+1D6

Bite 40%, 1D6+1D6 plus blood drain

SAN: A failed SAN roll costs 1D6 points of SAN. One point is lost in any case.

NOTE: Each round, the byakhee may either claw twice or bite once. If it bites, and the bite strikes home, the byakhee remains attached, and drains 1D6 points of STR on each successive round.

Black Devil Mountain

One of the Investigators is the inheritor of a small estate in northeast Maine, and an unfinished letter from a brother.

VICTIMS OF THE MOUND

Waning daylight skittered amongst the bare limbs of late fall like a macabre jester in a court of skeletal hags, their arms upraised in perpetual pleading for salvation from the white damnation of winter that surely is to come.

Above, the mound waited, as it had always waited, biding its time in silent, insane glee. Another mortal had come to test an ageless saying: *That is not dead that can eternal lie; And with strange aeons even death may die.*

■ ■ ■ ■ ■

Dead leaves cautiously scrunched. Moccasin feet lightly tattooed the earth as Bear Who Laughs ascended the faint trail.

The Algonquian shaman had traveled far to come upon this place at this time. Tired as he was, he began to worry as he saw his destination clearly for the first time — the rocky tree-covered mound his people called "The Place Who Howls in the Heart," "Howl Mound," "Eater of Souls," and other such names.

No longer nervous, his tiredness shed like the bearskin robe now at his feet, he grasped his medicine bag and with steady steps walked towards the blackly-beckoning opening in the grassy hillock.

Bear Who Laughs, the most potent of his people's shamans in more than seven generations, was here for a mighty and good purpose. He had come to still the voice that had howled since before the time of men. He was here to stop the greatest evil in all the land.

He entered the rocky passageway to do so, and to be that which his great-grandfather had prophesied upon him: "Guardian at the Mouth of the Devil." A worthy title, a fit deed for the last and the greatest Algonquian shaman. Or so he believed.

■ ■ ■ ■ ■

He didn't believe in no fairy tales. He only believed in those things that he could hold in his own two hands. He weren't about to be skairt off by no yaller-bellied injun anyhow! Not especially often his new property. Thus he now stood halfway up Black Devil Mountain, at the edge of the pocket valley holding the ancient mound.

Damnation! What in tarnation could that humpy thang thar be? Scratching the snow-white stubble upon his octogenarian face, the old man hesitantly moved towards the half-choked opening that beckoned in a way he couldn't grasp. Hah! It's some old injun burial mound, that's what it is, I just knowed that there were a damn good reason that sneaky redskin wanted to skeer me away from here! Haunts and ghosties? Why I bet there be good copper and amber gewgaws all a-buried in thar!

With an avaricious smile Martin Waterman stepped right lively into the blackberry-tangled entrance. Peering squint-eyed, he marched into oblivion.

The mound waited for more mist-drowsed years in lonely and silent anticipation of what it knew would eventually come.

He had inherited the meager assets of his uncle, Wesley Waterman, including Waterman's \$1260 bank account and an old land grant deed. The deed was for 640 acres in northeastern Maine, and included, so it said, all rights both mineral and otherwise. Dated 1789, it had been reaffirmed in 1814 and in 1886. Now it was his, and the year was 1919.

THE SCENARIO

Investigators's Information

Someone's brother has died. This may either be the brother of a non-player-character, or the brother of one of the investigators. This investigator should be carefully chosen by the keeper, and should be an important and fairly poor character. He has not seen his brother much for the last few years — understandably, if the investigator has spent much time investigating the secret nuances of the occult. He does know that his brother had just inherited a sum from some distant uncle. This would presumably not revert to the investigator.

He receives a letter from the lawyers, an unfinished letter from his brother, a map of northeast Maine, and no more. Any investigator worth his salt should be eager to look into his brother's death.

Perhaps it would be worthwhile to have the investigator's brother appear before his sudden tragic death as a preface for this scenario. The keeper may find it useful to run a few short scenarios before this in which the chosen investigator's brother makes at least a cameo appearance. This way, his death will be more shocking.

The "brother" will be called Albert Goddard hereafter.

Cobb, Lichter, and Burns
Attorneys at Law
Cobb Building
Jonesport, Maine

February 12, 192—

Dear Sir,

Sorrowfully, I must inform you of the death of your brother. Mr. Albert Goddard had a poetical eye and a generous spirit, and we are the poorer for his loss. I hope you will accept both the firm's and my personal condolences. I know how grievous such news must be.

His body has been temporarily interred, pending your instructions for final disposal. Small fees involved (of \$47.29) can be deferred until final disposition of the estate, if so desired.

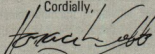
You are now the sole remaining Goddard named in the will of Wesley Waterman. Please peruse the enclosed documents and respond at your earliest convenience to each of the matters as you may.

We would be happy to continue as the attorneys of record for the aforesaid estate, as we did for your brother and uncle.

All matters pertaining to the sale of this land can be performed by our firm without your presence, unless you wish otherwise. Our little corner of Maine must seem far away.

I await your reply and hope that association with our firm will be of help in easing your burden of grief. If there is anything further that you need please let me know. All of us are happy to assist you in any way possible.

Cordially,


 Horace L. Cobb

Enclosures:

Death Certificate
Bill of Holding, Jonesport Mortuary
Statement of Account for Cobb, Lichter, and Burns
Deed to the Black Mountain property

THE UNFINISHED LETTER

Albert Goddard
Crowfoot Farm
General Delivery
Indian River, Maine

28 December

Dear —

Christmas has passed and the new year looms before us. Seasons greetings to Mary, Arthur, little Pamela, and all of my friends at the firehouse! I miss them all dearly, but not as much as I miss you and Greta. Please think of me in your prayers.

I must relate to you the odd things that have happened since I refurbished the cabin on uncle Waterman's land.

The area is just beautiful, what with elm, oak, birch, and other such trees in profusion. Wild blackberry, holly, and even some wild pumpkins I have discovered in my daily walks about the mountain that the land is on. I really love it here, it is so peaceful and serene.

But do you know, that when those down-easters at Drucker's store in Indian River found out that I was the new owner of the land and that I planned to live on it, well, they all up and left the store! Even the keep, Alvin Hodges, seemed upset. In fact he said that I shouldn't be astaying there, as it were a darksome and evil place. I was never so flabbergasted in my whole life. When I pressed him, he wouldn't say another word except that he was closing up his store (at three o'clock in the afternoon!) and that I wouldn't be able to buy my food and other supplies there any longer.

I was so angry I went right over to Sheriff Beauchamps office and demanded to know what in the blue blazes was going on. He shocked me. He as much as agreed with the others and went on to tell me that "no one here 'bouts goes anywhere near that mountain, most specially the southeast slopes" where the cabin is. When I went on about not being able to buy my supplies at the store, he told me that it was a free country — ain't no man gotta sell nothing iffing he don't feel like it. "No law 'gainst bein' ornery," were his exact words.

I was so mad I couldn't speak. I've been going to Addison six or seven miles away for my supplies since.

29 December

I stopped writing last night to bring in more firewood; it has been very cold since the snow stopped two days ago. I was bringing in an arm load when I heard the same sounds I had been hearing on and off for the past four or five evenings. How I wish I had once again only listened.

From a distance came an odd chant or song in some language I didn't recognize. It sounded Indian, except that I could hear what sounded like a fiddle as well. And I've never seen an Indian play a fiddle. Anyway, my curiosity got the best of me, and I went off to see. I certainly didn't want a band of gypsies or something encamped on my land.

I grabbed my Holland and Holland double barrel (you know, the beauty I brought back from England after I mustered out there), grabbed a dozen shells, strapped on snowshoes, and set off.

Though the singing had stopped, I had heard it enough to have a good idea where it came from. So upslope I went, ready for anything from bear to vagabond. But not for what I saw.

What I found I must tell you dear brother has left my heart cold and my brain benumbed with fear. Fear.

I climbed more than halfway up the mountain, straight away from the cabin in a northwest direction. There, in a place I hadn't seen before I saw and heard things that shook my soul.

Do you believe in the Devil? Now you must! I have beheld him in his dark glory and I am sore afraid.

Even now I can still hear that eerie piping, that cold and godless chant seeming to suck the marrow from my bones. But let me tell you exactly what I saw tonight. I must tell someone. I must tell —

The body of Albert Goddard was found on the morning of Jan. 2. He had been dead for at least two days. No details of his death were given on the death certificate, except that it was by unnatural causes. Evidently he was mauled by a bear.

INDIAN RIVER

This small town has a single business street; there is a general store, rooming house, barber and bath house, diner, a township building with a tiny lending library, three churches, boat yard, schoolhouse, and other necessities.

The investigators will reach Indian River after a long and tiring journey. Of the characters who could possibly help them, initially only two are willing to talk, regardless of bribes or intimidation, or fast talk. One is lawyer Horace Cobb who accompanied the group from Jonesport to "show you where everything's at." During the trip he told the group a few things which may be of help.

Horace L. Cobb

The lawyer is a fiftyish balding and bespectacled man who dresses severely in a gray pinstripe suit. A no-nonsense person, he doesn't believe in any of that hooey about the mountain. He feels that the death of Albert Goddard was unfortunate, but accidents happen, and this investigation into it is unnecessary and downright stupid. Beyond his capacity as a lawyer, he will not help the investigators, and, in fact, will try to dissuade them (his client in particular) from this needless folly.

Data: The land on and around Black Devil Mountain has had a bad reputation for centuries. Even the Indian tribes who once inhabited the area refused to walk its slopes.

Data: The badness is predominant on the eastern slopes. At least a dozen hunters and travelers have either disappeared or been mauled by animals in this area.

Data: Rumors persist of a wailing or fluting music perhaps associated with the deaths and disappearances.

Data: No official investigation has ever uncovered just what, if anything, has been happening on that mountain.

From the tenor and style of the lawyer's remarks, the group can tell that he does not believe that anything out of the ordinary is amiss on the mountain, and he ascribes the deaths to exposure, bears, and so on. All of his comments and the data he delivers are preceded and followed with lengthy explanations and rationalizations of the events, proving that they were perfectly ordinary.

Black Tom

The second person willing to help is an indian guide named Black Tom. This Quebecois half-breed is a shifty character who claims to know the area quite well, the mountain being particularly familiar to him. His comments concerning the place are to the point, and lead up to his asking to be hired.

Of an indefinable age (he could be thirty or fifty), the weathered-brown guide has coal-black hair and eyes to match. His eyes never seem to equal the smile so often on his face. "Reptilian" would be one way to describe his eyes. He is nearly six feet tall, and obviously in good physical condition. A long scar (from a knife fight in Toronto

during his whiskey days, he claims) runs down his cheek from the temple to chin on the left side of his face.

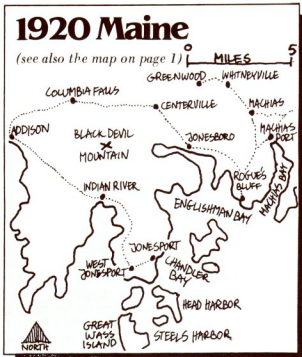
He always has a huge bowie knife in a beaded scabbard at his right side, and the yellowed ivory handle of a wickedly sharp boot knife protrudes from the top of his logger's boots. In the wilds he also carries a lever-action Winchester 30-30 carbine.

He is talkative and friendly in a calculating sort of way, and is rather evasive in his answers about just what he thinks is going on. He always gives the distinct impression that he is hiding something behind his half-mocking, perpetual smile (some would call it a sneer).

Data: The mountain is well known for sudden mudslides in the spring, mist-shrouded avalanches in the winter, and for hungry bears the year round. "I teenk eet ees not a safe place to be at anytime, gen'mems, but Black Tom, he take you dere! He no 'fraid dis piece of rock!"

Data: He has heard weird sounds, music and such from certain eastern slopes of the mountain. "She is no sound I hear afore. She is crazy like de call de loon she make, but ees no loon. Black Tom knows! Somebody, hermit maybe, live dere, I hear heem laugh many time. Crazy too is dis I teenk."

Data: Finally, he will tell of a group of hunters that he had guided eleven years back. They came to grief upon the slopes of Black Devil Mountain. The gist of the story is that, of the seven people he had taken up the mountain, two were clawed to death by "a bear mebbe, mebbe so a wildcat. I know only zat they clawed real good, you bet!" Two others disappeared completely and have never been seen nor heard from to this day. A fifth person, a Mr. Andrews, went mad. "Meester Andrew, hees hair turn white like ze snow, by God! Heem now locked in some crazy house in Lewiston, I theenk." A sudden snow storm separated the party, and he spent two days searching for survivors. He provides scant real details. If a party member makes a Psychology roll successfully, it



can be perceived that Black Tom knows more than he says, but if confronted with this, he will act hurt, and say, "I hide nothings that are happen to me, by God!"

Black Tom will agree to guide the group around Black Devil Mountain for \$50.00 now, and for \$5.00 more each day he guides the group. His price can be cut to \$30.00 up front plus \$4.00 a day, but only by hard bargaining, which may leave him surly and obviously unhappy.

Black Tom

STR 13 CON 16 SIZ 10 INT 12 POW 14
DEX 15 CHA 9 EDU 7 SAN 45 ⁴⁴ HP 13

SKILLS: First Aid 75%, Make Maps 80%, Listen 80%, Spot Hidden 90%, Track 95%, Mechanical Repair 50%, Camouflage 60%, Hide 80%, Move Quietly 85%, Bargain 50%, Fast Talk 50%, Climb 85%, Jump 80%, Swim 70%, Throw 90%, Cthulhu Mythos 05%

WEAPON: 30-30 carbine 60%/3D4 damage
bowie knife 90%, 1D4+2 ^{1D6} damage

Sheriff Beauchamps

The sheriff is a portly man, all stubbled jowels and aggressive belly. He is perhaps fifty years old, has piercing blue eyes, and salt-and-pepper hair. He moves surprisingly fast when he needs. Always strapped to his left side is an old .45 Colt Peacemaker. In the woods he also totes around a 32-20 Winchester lever-action rifle.

He is a gruff, rapid-talking man who will do his utmost to get the investigators out of town and away from the mountain. He doesn't like the idea that they are here, implicitly questioning his ability to solve the killing, and will say so in no uncertain terms. He will refuse, at first, to give any but public information pertaining to the mountain, to past happenings, or to the present situation. However, if the investigators make an Oratory or Debate roll, and do *not* try to intimidate him (attempting a Law roll may qualify as an attempt to intimidate), he will let them see the coroner's report on Albert Goddard.

Should the group attempt to intimidate or Fast Talk him, he will throw them out of his office and sternly warn them that he'll "be a-watchin' ever move you make. One tiny mistake, and it'll be in the jail for you all." However, if the investigators act politely, and refrain from belittling him or his office, then he will warm up to them, offering them coffee and a bit of information surrounding Goddard's death.

Data: There were no tracks, animal or otherwise, at or near the corpse, even though it hadn't snowed in over a week. The snowdrift where he lay was of unbroken packed snow, about three feet deep.

Data: Goddard's shotgun was literally shattered. Six empty shell casings were nearby, so the sheriff assumes that he fired at least six times.

Data: The body was, frankly, dismembered and scattered over a 15 yard area. Not in the coroner's report: neither the brain nor the heart have been found.

Data: The tree under which the shotgun and his legs were found had been splintered from the top down, a phenomenon Beauchamps had never seen before. It was as if the tree had been struck by lightning, but the wood was neither burnt nor blackened.



Goddard's Death

If then asked (after he has gotten a bit friendlier) about the remark of the shopkeeper "ain't been no treasure thar for years." Sheriff Beauchamps will squint uncomfortably at the asker, sigh, and say, "I've heard all of them tall tales, and I've even seen a few silver and amber trinkets ol' Black Tom claimed to have found up thar, but I'll tell you folks that I don't trust Tom one whit, and I think that shifty half-breed has fostered the story all of these just to sucker greedy city-boys into hiring him. I reckon that's all there is to it."

If asked specifics, he thinks that the "Ol' Tom is a bit close to the bad side of the law for my likes, and I wouldn't put much past him." The sheriff does not like nor trust Black Tom, on evidence mostly intuitive.

Sheriff Beauchamps

STR 12 CON 14 SIZ 17 INT 13 POW 13
DEX 16 CHA 11 EDU 11 SAN 58 HP 16

SKILLS: First Aid 50%, History 25%, Law 35%, Listen 60%, Psychology 70%, Spot Hidden 50%, Track 80%, Hide 35%, Move Quietly 80%, Oratory 70%, Ride 80%

WEAPONS: .45 revolver 80%, 1D10+2 damage
32-30 lever-action rifle 55%, 3D4 damage

Einar Larsen

One of the old codgers who hangs out at the general store, he probably is at least 90 years old. This skinny backwoodsman will not give any specific answers to questioning, but will say the following if spoken to politely and respectfully: "Hain't bin a killer bar in these here parts in thirty year. Hain't no bar, nor nothin' natural what tore up their fool Goddard feller." He will say no more regardless of further prodding or attempts at bribery, though he'll take the bribe and spend it for more snooze.

Mac MacDougal

Another of the country store codgers, about 75 years old, he is over-weight, balding, and with a corn cob pipe (rarely lit) perpetually clenched betwixt his teeth. More garrulous than Larsen, he meanders on about weather, youngsters who nowadays lack respect for their elders, the Civil War, and so on. He is visibly reluctant to discuss the mountain or any of the happenings thereon. If gently led to the subject, perhaps with the help of a pint of illegal whiskey

from behind the counter of the general store, he will eventually say this: "Mighty fine wee bit o' the sippin' whiskey here. Years ago, me bein' a might foolish then, I were a-huntin' rabbit up on that mountain. Near 'bout sunset I began a-heerin' what I fust thought to be a lady a-cryin' and a-sobbin'. But as it got louder, I cud tell it weren't thet a-tall. T'were music! Like mebbe a whistle or one o' them pipes, only more lonelier. I thought to myself thet t'were no sound for a Christian man to be seeing what were makin' it, so I hied myself back down offen thet mountain, and I h'ain't never a-goin' back these forty year." Nothing else of import can be learned from Mac, and any attempt to bribe or intimidate him will get his dander up and stop the conversation right there.

Cooter Falwell

Cooter is the town's religious nut, who can be met only if all goes well both with the old codgers and with the storekeeper. One of those three will, as an afterthought, state, as the investigators are leaving, "Y' know, ol' Testifyin' Cooter might be talked to; he's always a-preachin' 'bout devils up on ta mountain."

Cooter is a disheveled, unkempt man in his late forties, with sandy hair, sparse whiskers, and a perpetual stink of border whiskey. He is short, nervous, and constantly looking behind and about himself. His hands gesture and fidget aimlessly. He speaks in a high-pitched, grating tone.

He lives in a foul-smelling shack on the east side of town. He will have to be accosted there as he will not come to the characters. He will accept any donations to "ta Lord" that are offered and will gossip endlessly about the sins of the town and why the devil himself has come to roost upon the mountain. It will soon become obvious to anyone making a Psychology roll that Cooter is a little mad, but it will also be apparent that he has been driven to this state by evil horrors that he has seen. Whether these horrors came out of a bottle or not is not readily apparent. However, amidst his religious exhortations and prayers comes the following:

"I hev seen the devil, Lord save me! I hev seen their four shapes awing in the night sky." [At this point he breaks into tears, and begins to blubber. If pressed to continue, he will speak through his weeping.] "They as big as houses, all scaly and web-winged with heads like fire-breathin' horses and pigs, all black and noisome. An' there were sounds. Sounds with these visions from hell. Thin, high pipin' that skirled and danced amidst the stones like a live thing. And the dead damned rose up out of the earth to dance and cavort with the devil!"

After the investigators have interviewed Falwell, he will follow them everywhere. At first he will be friendly, but if told to mind his own business, he will slowly become more and more hostile, deciding at last that the investigators intend to unleash the devil: he then will try to stab one or more of the investigators, unless they get the sheriff to lock him up for his own good.

Testifyin' Cooter Falwell

STR 7	CON 6	SIZ 10	INT 11	POW 10
DEX 9	CHA 4	EDU 8	SAN 15	HP 8

SKILLS: Cthulhu Mythos 7%, Oratory 60%

WEAPON: jackknife 45%, 1D3

Margot Desplaines

This is the last character who can help the investigators, but she will only appear if the investigator with the lowest POW makes a Luck roll. If she does come onto the scene, the investigators will meet an engaging, very serious, little red-haired girl nine years old. Each few minutes into the conversation there is a 25% chance that Margot's mother will storm up to the group and take her daughter away, pointedly telling the outsiders that they have no permission to detain her child. By the way, Margot just loves the horehound and licorice candies from the general store, and will take pains to make this love known early.

"I play up on the mountain sometimes; mum doesn't like me to, but I do anyway. It's so quiet and peaceful, almost like church." She describes the oddly bare-limbed trees there, even in summer, and paints a disturbing picture of an area with little or no wildlife, few plants, and strange, gnarled rocks.

Once she has been given some candy and has warmed up to the investigators, she casually mentions a mountain friend who talks to her in a funny language and plays a whistle for her. If gently questioned, she describes what sounds like an Indian shaman in deerskin breeches, loin-cloth, and with a brightly beaded and feathered bag on a thong around his neck. "He must be very old, he's all wrinkly like a prune. But he's nice, he even gave me a pretty." If asked to show her present, Margot will lean forward and whisper conspiratorially, "Don't tell mum, she'd pitch a fit!" Margot will reveal a small amber amulet on a thong; it resembles a large bat with an odd-shaped head, maybe tentacled, and has runes carved into it. She will not part with the amulet for any reason. If the investigators take it anyway, she will scream, bringing the whole town down on them. If the runes are copied down for later translation (actually, the writing is the old Welsh alphabet), it will read simply "The Chosen." If her overly-protective mother has not yet come to haul her away, she can tell the investigators where her friend lives. "It's kind of like a small hill, you know? Only it's on the mountain in a little valley. Anyway, it has some trees, the onliest ones without leaves in the summer, and big rocks all over it. They's a hole, too, hid by roots and blackberry tangles, which my friend showed me. I never went inside it, though." [Then, defiantly] "But I could! I could iffen I wanted to!"

At this point the belligerent mum will definitely appear, cutting off all further conversation. She will refuse to let the investigators interview the child at any later time, threatening to speak to the sheriff if they don't stop bothering her daughter.

BLACK DEVIL MOUNTAIN

This long ridge rises to a knoll at its north end. Its western slope is abrupt; its eastern slope gradual, and broken by a dozen or more vales and small valleys. Goddard's cabin is about a mile and a half from Indian River. Howl Mound is to the north of the cabin another three-quarters of a mile. The ground in that direction is broken by several small gorges; dense thickets frequently impede travel unless a trail is found. The mountain — about 700 feet high — would only be called a mountain in Maine.

Howl Mound is easily recognized: the snow has melted completely from it (though it still sticks everywhere else),

and only scraggly trees, bushes, and vines grow on it, not hiding the great black stones standing atop it.

THE SURFACE OF HOWL MOUND

Keepers should modify or change the areas to suit their individual taste. The area map is located on p. 34.

A-1 — This is the Circle of Destiny. With the proper spells, it can be used as a magic gate to such places as the Great Library owned by Caelano. The thirteen black basalt menhirs are all nine feet high. The central altar stone is actually two stones, one atop the other. The lower one, of obsidian, is three feet high, while the upright stone atop it is of a red nephrite and rises another ten feet into the air. The flat lower area on the east side of the altar shows sign of scorching fire and blood sacrifice.

Player-characters benefitting from a successful Idea roll will notice a distinct temperature drop of 15 degrees F. as they first enter the stone circle. A second such successful Idea roll allows them to notice that sounds coming from outside the circle are muted and indistinct, as if coming from a great distance, while every sound inside the area seems to crackle with sharpened clarity. The zombies, when called, will rise up from the earth in the spaces between the menhirs.

A-2 — These are the stone megaliths used to summon the loathsome Hastur and, as such, have a miasma about them. Anyone with any psychic awareness will immediately detect the deathly aura.

A-3 — This faint trail leads generally toward the Goddard cabin.

A-4 — This moderately well-marked trail leads to the summit of the mountain.

A-5 — Half-buried in the loamy soil (recently exposed through weathering, as a successful Geology or Archaeology roll can tell), but visible if more than just a cursory inspection is given and a Spot Hidden is made, are the splintered skeletal remains of old Martin Waterman. Wrapped tightly about his bony right hand (buried still) is the tarnished silver chain with a small gold crucifix which failed to save him.

A-6 — A huge, crazed, black bear has its lair here, in a hollow under the boulder. The lair is a good hiding place, if the bear were gone. The bear is now hibernating (it is winter, after all), but, like all bears, is a light sleeper, and can be awakened, especially in his irritable state. If the investigators make loud noises within a few yards of his lair, or poke into his lair, he will arouse and come out, ravening and angry as a bear with a sore head.

The Bear

STR 22 CON 16 SIZ 25 POW 10 DEX 9
Move 8 Hit Points 21 2 point armor (fur and skin)

WEAPONS: Claw 40%, 1D6+2D6 damage each
Bite 60%, 1D8+2D6 damage

NOTE: This bear will attack berserkly until it is killed, which anyone making a Zoology roll will know is abnormal. It can attack either with both claws or a single bite each round.

A-7 — This large oak tree here has its bark peeled away on the east side of the trunk in a patch some three feet high

by two feet wide. Carved into the tree, in classical Latin, is the following verse:

*The crown of the devil, dark and bare,
bides lost hope for those who dare
to reach for blackest truth.*

The verse refers to a hidden cairn under which a Latin translation of the dread *R'lyeh Text* rests. Its binding is of human skin; its ink, the blood of a king. It is wrapped in the finest silk of ancient Cathay and wrapped again in sturdy oilcloth. Open and read if you dare! The cairn's location may be set by the keeper.

INSIDE HOWL MOUND

B-1 — This is a crypt. If the stone sepulchur is opened, the skeletal remains will rise up and attack. The mere sight of the undead thing with its blazing red eyesockets will cause an immediate SAN loss of 1D6+2 points if a SAN roll is failed. It wears a copper thumb ring, set with a 36 carat black star sapphire, wobbling between two knuckles on his left hand. A valuable but dangerous piece of jewelry to own: anyone wearing this ring will hear in dreams the voice of a long-dead necromancer promising dreadful and terrible glories. The inevitable results are fairly obvious.

Necromantic Skeleton

STR 12 SIZ 15 POW 7 DEX 14

Right Claw 40%, 2D3

Left Claw 30%, 2D3

NOTES: When this skeleton is struck, multiply the damage done by 4 and try to roll this product or less on 1D100. If you succeed, then the skeleton has been destroyed and shattered. If you fail, the skeleton remains unharmed. If the weapon striking the skeleton is an impaling type of weapon, such as a rifle bullet or rapier, then multiply the damage done by 2 instead of 4 to determine chances of the skeleton's breaking. It can attack twice in a single round.

B-2 — This room has red-painted walls covered with crude, but distinct, black line drawings depicting all manner of depraved and unholy ceremonies. The drawings seem to move and writhe when one does not look directly at them. The room forces a loss of 1D3 SAN points to anyone failing a SAN roll.

B-3 — This room is totally rimed with a two-inch crust of dirty, slimy ice. A nauseating smell of rotted fish permeates the room. A trap door opens to reveal a 20-foot slime-covered shaft with a scummed brass ladder leading down. (It ends in a cross-tunnel from here to B-12. This tunnel is semi-circular in cross-section, carved from solid rock, and about five and a half feet high. Anyone traversing this tunnel to B-12 will meet a young, 2nd or 3rd instar cthonian.)

Young Cthonian (3rd instar)

STR 24 CON 31 SIZ 33 INT 12 POW 13
DEX 7 Hit Points 32 3-point armor

Tentacle 30%, 1D6 damage each
Crush 80%, 3D6

NOTE: Each round, this creature can attack 1D8 times with its tentacles. If a tentacle hits, it will hang on to its

target and begin to drain his blood at the rate of 1 point of STR loss per round. Subtract one from the number of tentacles that are attacking each round for each tentacle that is attached to a target and draining blood. The creature can only crush if it is not attacking with its tentacles, though it can continue to drain victims already caught. The crush area has a diameter of 6 feet. All within are attacked separately. The monster heals up from wounds at the rate of 3 points per round. If it is reduced to 0 hit points, it will cease healing and die.

B-4 – This tomb is a trap that triggers when the lid of an (empty) wooden coffin in the southeast corner is opened. This causes the roof of the room to collapse, doing 4D6 points of damage to all inside the area of rockfall.

B-5 – Here is the first of the lairs for the shaman's ghoulish slaves. Disgusting drawings decorate its walls.

Ghoul One

STR 15 CON 11 SIZ 15 INT 8 POW 11
DEX 13 Hit Points 13

Claws 30%, 1D6+1D6

Bite 30%, 1D6+1D6

NOTES: Firearms do half damage to ghouls. A ghoul can attack with two claws and a single bite each round. If the bite hits, the ghoul will continue to hang on, biting automatically each round.

B-6 – Here is the second.

Ghoul Two

STR 14 CON 12 SIZ 11 INT 6 POW 13
DEX 9 Hit Points 12

Claws 20%, 1D6+1D6

Bite 20%, 1D6+1D6

NOTES: Same as ghoul one.

B-7 – Here is the third.

Ghoul Three

STR 11 CON 14 SIZ 9 INT 7 POW 10
DEX 9 Hit Points 12

Claws 25%, 1D6

Bite 25%, 1D6

NOTES: Same as ghoul one.

B-8 -- This is the resting place of the shaman-thing, Bear Who Laughs. There is a scabby straw pallet with maggots writhing through, and nothing else except that the shaman's familiar is on guard. This creature is an unnaturally large and bloated snow owl.

The Evil Owl

STR 5 CON 9 SIZ 4 INT 7 POW 12
DEX 15 Move 3/12 flying HP 7

WEAPONS: Talons 45%, 1D3+1 damage each

Beak 40%, 1D4+1

NOTE: The owl can claw twice and tear with its beak once each round. In addition, when it attacks, it buffets

furiously with its soundless wings. These wing buffets do no damage, but fluster and blind the target to the degree that all his attacks are cut in half. This owl is so abnormal in its behavior and size that a failed SAN roll upon first encountering it costs 1D3 SAN points. If this owl is killed, the shaman-thing loses 3 POW points permanently.

B-9 – This rocky cave is the entryway, via the "Twisted Way," into labyrinthine cthonian caverns honeycombing the mountain. Any who venture into the cavern's mouth will almost certainly meet a full-grown cthonian. Merely entering this cave-like chamber provokes a 15% chance of such an encounter.

Fully-grown Cthonian

STR 50 CON 43 SIZ 40 INT 23 POW 18
DEX 4 Hit Points 42 5 point armor

Tentacles 65%, 2D6 damage each

Crush 80%, 5D6 damage

NOTES: Each round, the cthonian can attack 1D8 times with tentacles. After hitting, a tentacle will hang on and drain 1 STR point worth of blood from its victim each subsequent round. Subtract one from the number of attacking tentacles for each tentacle draining blood. The creature can only crush if it is not attacking with its tentacles, though it can continue to drain blood with them and still crush. The crush covers an area 8 feet across, and attacks each target therein separately. It regenerates from damage at the rate of 5 points per round, until slain.

B-10 – This moss- and lichen-covered area contains a 200-foot-deep cistern of dark, stagnant water. The possibilities here are intriguing and well-worth exploring by fiendish keepers.

B-11 – This room, which also is painted terrifyingly in the fashion of the aforementioned B-5, B-6, and B-7 areas, also contains some interesting artifacts.

1) Assorted gold prospecting equipment (pans, picks, and so forth.)

2) Skeletal remains of two prospectors dismembered by the mound's gruesome guardians about 20 years ago.

3) Two pouches each containing a pound of gold dust and gold nuggets.

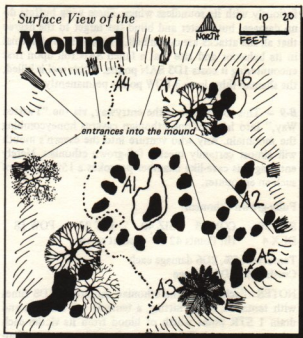
4) An old single-shot .45-70 Sharps carbine. It will do 2D8 points of damage if fired, but if a 91-00 is rolled on a shot, it will explode in the face of the firer, giving him 2D6 points of damage and stunning him for several rounds.

5) A rusted but still-sharp nine-inch sheath knife.

6) Two capped canteens, containing a total of 54 ounces of gold dust.

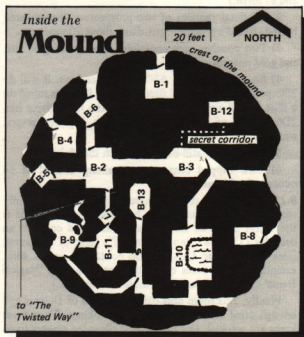
B-12 – This small room is carved from rock, and is only reachable via the passageway beginning in B-3. Inside is the secret hoard of the mound. This hoard contains an irregular (13" x 4", tapering to 1½") piece of enchanted glass from mystic Leng. It also contains a pouch with, essentially, four doses of a Plutonian drug. (See "Magical Items" in *Call of Cthulhu* for more information.)

Finally, this room also contains a Pipe of Dreams and enough dried herb leaves for seven smokings. When these herbs are smoked, this pipe would allow the smoker to go



into a deep trance and dream about any object he was holding or touching, or about any room or space that he was currently inside. This trance lasts 1D100 minutes; when it terminates, the imbibor slips off into a dreamless, narcotic sleep lasting 2D10 hours. After awakening, the smoker will remember everything he dreamed. It would seem if he had actually watched the creation of the item or place and the progression of its history until the present day. The uninitiated cannot know that, while the dreamer dreams, beings of occult power can also view the dreamer — not always a good or a safe thing to occur. Each time this pipe is smoked, the user must make a Luck roll to avoid being sighted and attacked (or harassed) in some way by powerful arcane beings.

B-13 — This room is the only safe area in the mound, as it has in its smooth stone walls and floors the potent Elder



Sign, in turquoise and silver inlay. The inside of the door also has a single large sign in gold inlay. Needless to say, the shaman-thing and his minions have not been inside this room since the symbols were emplaced.

All that now remains here are the desiccated and mummified remains of the long-forgotten witch-hunter Josiah Witherspoon. He apparently managed to keep the fiendish things out of the room, thus saving his soul, but as he could not safely leave, his life was forfeit. On or about his person are several artifacts.

1) A mint-condition .58 calibre wheel-lock pistol, unloaded, with powder and shot for eleven rounds at his belt. The old powder will no longer explode.

2) The remains of various rings, buttons, goblets, and such which he evidently cannibalized to inlay his carven signs.

3) Badly-rotted clothing, boots, scabbard, etc., and a perfectly-good full-cupped rapier of French make — a rare collector's item.

4) If the keeper desires, his diary or some last notes, scribbled as his last candle burnt out, may also be found.

THE GUARDIANS OF THE MOUND

Bear Who Laughs

The Algonquian shaman spoken of at the beginning of the scenario is now totally controlled by the star-born forces of the sinister mound, and has indeed become a Guardian of the Door. He is, essentially, an undead but free-willed revenant. His magical powers have been greatly enhanced and augmented by the Great Old Ones so that he can now perform extra spells.

Bear Who Laughs

STR 24 CON 21 SIZ 12 INT 18 POW **29**
DEX 5 Move 6 HP 17 2-point armor

SKILLS: Hide 95%, Move Quietly 95%, Spot Hidden 95%, Listen 95%, Trap Setting 100%

WEAPONS: Claw 70%, 1D6+1D6

SPELLS: Summon & Bind Dimensional Shambler, Summon & Bind Byakhee, Contact Cthonian, Call Hastur, Contact Ghoul, Shriving, Voorish Sign, Soul Singing, Pipes of Madness

NOTES: Seeing the shaman-thing costs 1D8 points of SAN unless a SAN roll is made. This mummified horror is immune to gunfire, even silver bullets.

The spells of Soul Singing and Pipes of Madness are enhanced variations of his old Algonquian shaman magic. Both require the playing of his enchanted bone whistle.

Soul Singing will cause the one it is aimed at to see and hear only what the piper desires, leading him on in a trance-like state to any doom or destination desired. This spell takes effect only if the intended victim's POW is not overcome by the spell-caster's POW on the resistance table. This spell only affects a single target, and others present cannot hear the tune unless their players succeed in rolling their investigators' POWx3 or less on D100 — then the investigators hear a faint, non-directional piping. The spell costs 8 points of POW to cast.

The second magic, that of Pipes of Madness, is a much less subtle form of attack and, should a listener fail his SAN roll, result in his immediately going insane. This insanity takes the form of scrabbling frantically at the ground, frothing and biting oneself, and shrieking in fear whenever touched. It will wear off in 1D10 days. Also, anyone failing a SAN roll forced by this spell loses 5 points of SAN. Should the victim succeed in a SAN roll, then he loses only 1D3 points of SAN. A new SAN roll must be attempted by those that succeeded originally every five rounds that the pipes can be heard. Anyone within earshot of this spell can be affected. Characters with a SAN of 0 are not affected by this spell. This magic costs the piper 5 points of POW every five rounds.

The shaman-thing Bear Who Laughs also carries three magical items of mystic power. These are:

1) A meteoric iron dagger with a human bone handle, some 13 inches long. This dagger always impales, going through flesh like butter, and can be easily pulled out again, with no special die roll needed. Because it automatically impales, it does 6+1D6 points of damage when it hits. Also, anyone seeing the knife slide through a victim this way for the first time must make a SAN roll or lose 1D3 points of SAN.

2) A wooden whistle in the shape of four interconnected human skulls. Its note is beyond the range of human hearing, and it is used to summon the Byakhee. It gives a +50% chance for success at this spell.

3) A beaded and befeathered medicine bag will cause arrows, thrown objects, and other such low-velocity projectiles to miss him completely. He is immune to gunfire, so that threat does not bother him, but if another were to wear this bag, the new wearer would discover that high-velocity projectiles such as bullets have the chance to hit halved, with no chance to impale. Hand-held weapons strike the bag's wielder normally.

The shaman also has the ability to summon bears, wolves, mountain lions, and other animals. In fact, these animals will be the first line of defense that he will use. The *Basic Role-Playing* rules and the *Sourcebook* have the information needed to play such creatures. Only one bear, five wolves, a single mountain lion, or 3D10 birds (crows) can be thus summoned. The animals will not behave madly, and will flee if badly injured (losing half or more of their hit points). The animals will not attack *en masse*. Each time the shaman summons an animal group (bear, lion, wolf pack, and flock of crows each count as a single group), it costs him 4 points of POW. Each group must attack separately, so at most the shaman has four individual waves of animals with which to attack intruders.

Summoned Bear

POW 10	DEX 9	Claw 30%, 1D6+1D6 damage
HP 17	Move 8	Bite 50%, 1D8+1D6 damage

NOTE: The bear can either attack once with its bite or twice with its claws in a round. Its skin and fur act as 2-point armor.

Summoned Mountain Lion

POW 8	DEX 19	Claw 60%, 1D6 damage
HP 11	Move 11	Bite 40%, 1D8 damage
		Rip 80%, 2D6 damage

NOTE: The mountain lion will attack three times in each round, twice with claws and once with its bite. If both claws hit, it will hang on and rip with its hind legs from then on instead. It will continue to bite. Its skin and fur act as 1 point of armor.

Summoned Wolves

Wolf One

POW 7	DEX 13	Bite 30%, 1D8 damage
HP 10	Move 12	

NOTE: Skin acts as 1 point of armor.

Wolf Two

POW 7	DEX 13	Bite 30%, 1D8 damage
HP 10	Move 12	

NOTE: Skin acts as 1 point of armor.

Wolf Three

POW 7	DEX 13	Bite 30%, 1D8 damage
HP 10	Move 12	

NOTE: Skin acts as 1 point of armor.

Wolf Four

POW 7	DEX 13	Bite 30%, 1D8 damage
HP 10	Move 12	

NOTE: Skin acts as 1 point of armor.

Wolf Five

POW 7	DEX 13	Bite 30%, 1D8 damage
HP 10	Move 12	

NOTE: Skin acts as 1 point of armor.

Summoned Crows

POW 3	DEX 21	Peck 35%, 1 point damage
HP 2	Move 10	

NOTE: Only ten or so birds can attack a single target at once. A shotgun blast fired into the midst of the flock may well take out more than a single bird.

The shaman-thing's second inclination is always to handle any intruders himself, either sneaking up and killing them with his magical knife, or sending them astray with his spells. Failing that, he will call up the undead zombies that many of the past intruders have become. If the zombies fail, he will summon a dimensional shambler or byakhee to deal with the persistent foes. Failing with that effort, he will attempt to call his god, He Who is Not to Be Named (Hastur the Unspeakeable).

The Zombies

These undead slaves to the shaman-thing can be summoned by him at will. A Contact Ghoul spell will also awaken them. If aroused, about a dozen will arise from the earth all around the mound. They will shuffle forward at the shaman-thing's piping command to rend intruders limb from limb.

Each zombie moves at a rate of 5, and attacks three times each round, twice with rending fingernails and once with its bite. Their hardened bark-like skin is the equal-

ent of 3 points of armor. Guns have only a minimal effect. Any firearm used on these creatures does only half normal damage.

Zombies

Zombie One

POW 4	DEX 3	Claw 20%, 1D6 damage
HP 10	Move 5	Bite 20%, 1D4 damage

Zombie Two

POW 4	DEX 3	Claw 20%, 1D6 damage
HP 10	Move 5	Bite 20%, 1D4 damage

Zombie Three

POW 4	DEX 3	Claw 20%, 1D6 damage
HP 10	Move 5	Bite 20%, 1D4 damage

Zombie Four

POW 4	DEX 3	Claw 20%, 1D6 damage
HP 10	Move 5	Bite 20%, 1D4 damage

Zombie Five

POW 4	DEX 3	Claw 20%, 1D6 damage
HP 10	Move 5	Bite 20%, 1D4 damage

Zombie Six

POW 4	DEX 3	Claw 20%, 1D6 damage
HP 10	Move 5	Bite 20%, 1D4 damage

Zombie Seven

POW 4	DEX 3	Claw 20%, 1D6 damage
HP 10	Move 5	Bite 20%, 1D4 damage

Zombie Eight

POW 4	DEX 3	Claw 20%, 1D6 damage
HP 10	Move 5	Bite 20%, 1D4 damage

Zombie Nine

POW 4	DEX 3	Claw 20%, 1D6 damage
HP 10	Move 5	Bite 20%, 1D4 damage

Zombie Ten

POW 4	DEX 3	Claw 20%, 1D6 damage
HP 10	Move 5	Bite 20%, 1D4 damage

Zombie Eleven

POW 4	DEX 3	Claw 20%, 1D6 damage
HP 10	Move 5	Bite 20%, 1D4 damage

Zombie Twelve

POW 4	DEX 3	Claw 20%, 1D6 damage
HP 10	Move 5	Bite 20%, 1D4 damage

OTHER POSSIBILITIES

Shamanic Magic

The shaman can control the local weather around the mountain to some degree, perhaps only enough to precipitate snowstorms which were due anyway. Summer winds are another possibility, as are spring rainstorms. The ex-

tent of these powers and the ease with which they may be used is left to the tender mercies of the keeper.

Mystic Artifacts

The shaman can be given other magical artifacts, perhaps a magical amber necklace which allows him to shape-change into particular animals. Again, individual keepers must judge just how tough they wish to make this power.

Other Guardians

The keeper may perhaps wish to include a hunter or two under the sway of the shaman-thing's pipes. These hunters are probably armed with rifles, and would be caused to see the investigative group as game animals, horrible monsters, or dangerous criminals. The complications arising from killing these "innocent" people could lead to interesting problems for the player-characters, a point worth pursuing by fiendish keepers.

Another Shaman

If the keeper sees that the scenario will be too much for the intrepid investigators, then perhaps he could allow the timely introduction of another Indian shaman, one bent upon destroying what his ancestors had failed to destroy. His intervention could save one or two of the player-characters, allowing them to flee for their lives and souls at an opportune moment. This shaman should himself, of course, be killed or "taken" as his ancestor was. This would provide more guilt to ladle on the cowardly survivors, perhaps even causing SAN loss! This shaman can utilize the elemental magics such as wind and lightning in his rescue attempt, but *in no case should he be allowed to succeed where the players themselves had failed*. If the investigators can't do it, then no Lone Ranger figure should be able to do it for them.

The Little Girl, Margot Desplaine

As The Chosen of He Who is Not to be Named, she can be worked into any advanced scenario plans that the keeper might have. She could be used as bait to draw down the shaman-thing or his minions from the mountain. She could, herself, already be too thoroughly infected to be saved and might even ultimately betray the group. Perhaps she will Call to Hastur at a seemingly safe moment when the survivors are congratulating themselves upon their escape. Only the keeper's imagination limits the permutations!

The Townspeople

Some of the town may be secret worshippers at Howl Mound and so would rise up to smite the interlopers when they least expect it. Perhaps only a few have so been converted. Again, possibilities are nearly endless.

END NOTES

Keepers should remember several things to properly run this scenario.

Don't forget that it's winter in Maine, and that snowstorms are normal in January.

All of the entrances to the mound have long since been overgrown by roots and vines until the entrances are no

longer readily visible to a casual observer. The sole exception this is the entrance to the shaman-thing's lair, which is still somewhat overgrown.

The main defenders of the mound (zombies, ghouls, shaman-thing) are all undead. They never know pain nor fear. Use them accordingly.

The keeper should feel free to improvise, using part or all of the available information and characters provided to create the most enjoyable and challenging scenario.

Do a little reading about this actual Maine coast, so that you can add to the feel of the scenario.

With so many areas within the mound, it could be that several attempts will have to be made before the shaman-thing and his minions are destroyed. Then you still have the "Twisted Way" that leads down into chthonic caverns. This does not have to be a one-shot scenario and can, in fact, be quite lengthy. Remember this final thing:

*That is not dead which can eternal lie,
and with strange aeons even death may die.*

Sweet dreams!

The Asylum

*A typical sanatorium which has an excellent record with difficult cases
and an impeccable reputation for patient care.*

INTRODUCTION

Investigators' Information

This scenario takes place in a sanatorium. There are several methods to get the investigators involved. The most obvious is to have one of them committed to this asylum. Investigators go mad with appalling frequency, and the Greenwood Asylum for the Deranged can be recommended to the investigators as a good spot for difficult cases.

Once the investigator has been committed, his comrades can begin to find out that there is something wrong with the place. The keeper can provide them with the following information by any means he desires.

An Ambrose Morven recently died after committing himself after suffering a nervous breakdown caused by overwork. Accidentally, the insane investigator, or his friends, learn that this has been the fifth death at the institution in the past two months. From the town coroner, they can find that in each case death was due to natural causes (heart attacks and the like), but that in the fifteen-year operating history of the asylum, there had been only four other deaths. In each of the five most recent deaths, the deceased had no family. Suspicions of foul play may arise. A check on the disposition of the dead men's estates will give no murder motive. None of the five owned significant wealth or property. All were buried in the local Greenwood cemetery.

While the local police and the State Board of Health are satisfied that there has been no negligence on the part of the Greenwood Asylum, the investigators may suspect either that something is victimizing the asylum, or that the staff there may know more than they have told the Board of Health.

Keeper's Information

The deaths are, in fact, not at all natural. The five victims were murdered by Dr. Freygan, who is himself no longer fully human, and who is now a priest of the evil Silent Shouter of the Hills. He is preparing to create an army of proto-shoggoths with which to conquer the world.

Dr. Freygan is a 48-year-old man of Dutch extraction, who immigrated to the U.S. 25 years ago. At age 32, when a new graduate of Princeton University in medicine and psychiatry, he came to Greenwood and bought a Italianate mansion from the old Blackshire family, a feisty lumber-baron clan whose fortunes had declined over the years. He then established the Greenwood Asylum for the Deranged. Until recently, the asylum's reputation had been impeccable, both for its cure rate and for the welfare of its inmates.

About eight years ago, Freygan learned about a band of squatters living in the hills 20 miles outside of town. They had a bad reputation for odd ways and strange superstitions. Deciding this might be a marvelous chance for a paper on the psychology and superstitions of an inbred folk cut off from the world, Freygan began visiting to record their activities and to note their beliefs.

After a year, he won their trust; they allowed him to take part in ceremonies performed at an old stone cairn on a nearby rise, which the locals called Stonecrest Hill. Amazed and fascinated when an entity actually appeared, Freygan joined the cult and has, over the past seven years, become an important figure.

Among the objects used in worship which the squatters were too ignorant to recognize, Freygan discovered an ancient handwritten Greek translation of the *Phakotic Manuscripts*; a more complete version than the English

investigators, the town will become extremely unfriendly. Rocks will be thrown through the investigators' windows; Amanda will kick them out; they will receive anonymous notes saying that it might be a good idea if the investigators left town, and soon; and so forth. No one from the town will help them. Everyone will ostracize them and make their work doubly-difficult.

God-Bespoke (Albert) Johnson

STR 10 CON 9 SIZ 12 INT 11 POW 10
DEX 9 CHA 12 EDU 7 SAN 10 HP 11

SKILLS: Cthulhu Mythos 05%, Track 60%, Set Trap 70%, Camouflage 80%, Debate 25%, Oratory 80%, Sing 50%, Climb 70%, Jump 60%

WEAPON: .22 rifle 55%, 1D6+2 damage

The Townspeople

As stated earlier, the townsfolk will be reticent about Freygan and the asylum. An investigator's player must make a successful Fast Talk, Debate, or Oratory roll to break through the townsfolk's wall of silence. A single Communication attempt may be made for each investigator. For each successful roll the investigators as a group obtain, they will receive one further paragraph of these successive pieces of information:

Data: Doctor Freygan first arrived in town and opened the asylum about 15 years ago.

Data: About eight years ago he started visiting with the detested squatter folk up by Stonecrest Hill. He said he was doing a paper on them.

Data: The squatters are known by everyone to be un-Christian, thieving drunkards who are insulting, threatening, and surly to whomever they think they can bully. No one can remember when they first came to the area.

Data: For the last five years, trucks have gone to the asylum, day and night. Freygan said he was establishing a laboratory in the asylum, but no one from town has visited it.

Data: Like the constable, most of the town thinks Dr. Freygan is in the rum-running trade, and that the trucks are picking up whiskey or delivering raw material. The types of trucks vary. Some were local coal and supply trucks, but most were from out of state. Both large and small cars and trucks and even oil carriers have been seen.

No townsman will volunteer to help the investigators check out the asylum or the squatters.

The Town Library

If the investigators check the tiny library, they will find the following data. A successful Library Use roll is needed to gain each of these entries.

Stonecrest Hill is called that because of the old indian monument there. A small tribe, feared as having great medicine by other indian tribes, worshipped a deity they called Arwassa on that hill. They called the hill Arwatomagoma, Hill of the Silent Shouter.

The forefathers of the squatters at Stonecrest Hill descend from a group of Swiss settlers who came to Pennsylv-

vania in 1720 to escape religious persecution. They belonged to an Anabaptist sect whose beliefs were held un-Christian by Lutherans, other Anabaptist, and Catholics alike. Forced to relocate several times (and losing and gaining converts each time), they finally founded their own town, Farenfield, in Maine in 1738. But Farenfield was destroyed during the War of 1812 – some say not by British soldiers but by hordes of their outraged Maine neighbors. The survivors fled to the woods, where they have lived shadowy lives since. They have remained there, inbreeding, for over a hundred years. Many of their young people move out of the area (Keeper's information – to keep the cult's infection spreading), but enough remain to keep the settlement going.

The Diary of an English officer is located in the library buried at the bottom of a stack of old books. To find this treasure, the investigator must make both a successful as well as a Library Use roll. This diary was captured from Captain James Fitz-Hugh in the war of 1812.

During a night march, his company became lost and entered a small town in the hills:

EXCERPT FROM THE DIARY OF JAMES FITZ-HUGH

June 5th, 1814

... the inhabitants of the town were most churlish and unfriendly to us, but I ordered my men to betake themselves for the night to whichever of the townsfolk's dwellings suited them best, and not to notice any impoliteness on the part of the owners thereof. I personally spent the night in the mayor's house, which was spent very pleasantly.

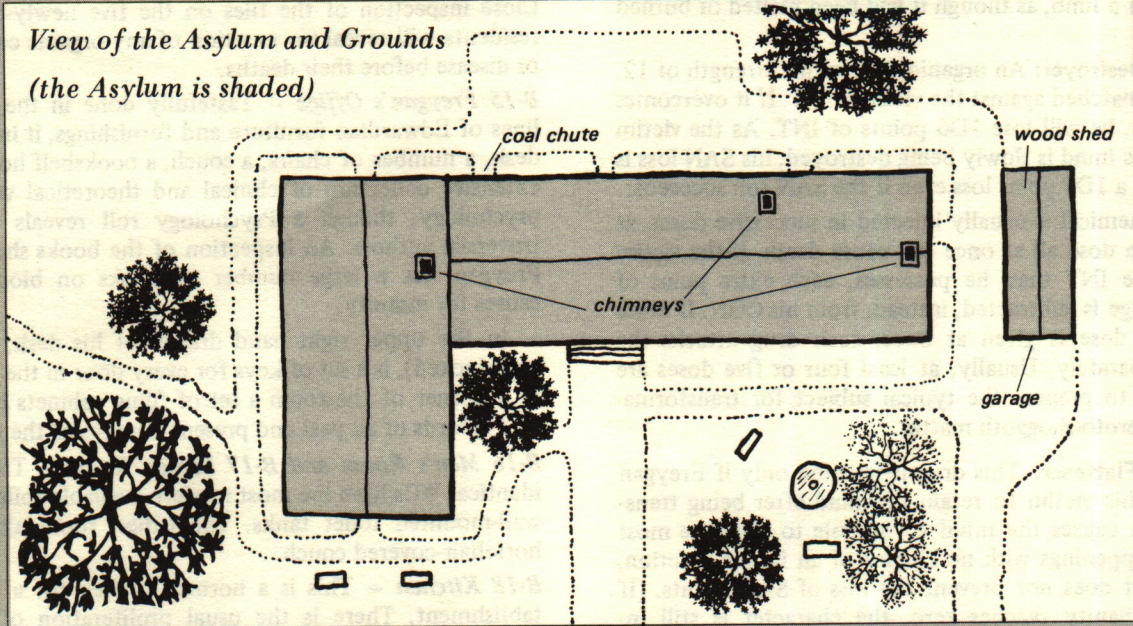
June 9th, 1814 [Fitz-Hugh apparently is referring to the events of June 6th, but had no opportunity to write of them that day, for obvious reasons.]

In the morning, I did not break my fast, though the mayor was insistent that I eat something, which was odd, to my thoughts, for the very night before, he had been most surly and rude. He finally blocked the doorway and swore that I should not leave his house until I had obliged him. I knocked down the churl and went to inspect my soldiers.

In the town square, only two- or three-score of my men were so far assembled, and I sent Broughton [Fitz-Hugh's attendant] to check on the rest. Before Broughton returned, several of the townsfolk came out displaying musketry and fired upon us, dropping several of my soldiers. We did not load, but charged with bayonets and scattered the villains with some short but fierce fighting. They could not stand up to the steel, just as other Americans we have fought could not. More of the Americans came out then, snapping their muskets, and we retreated to the city hall, the largest building nearby, where we held off the Americans for the best part of the morning. About noon, the Americans charged our building, and we drove them off, inflicting great losses. We were then most astonished and disgusted when the Americans displayed the bodies of several dozen of our soldiers, whom they had apparently poisoned and murdered while they were innocently stationed in their homes. The villains had hacked and mutilated the poor men's bodies so that they were nearly unrecognizable. I thanked Our Lord that I had not partaken of the mayor's victuals. After the noon, Broughton and about a score of soldiers came running through the square, catching the Americans by surprise, and evidently trying to get to the safety of our own building. We cheered them on, and fired at the Americans who had sallied forth to detain them.

At that time, we were much mazed when the mayor ran into the middle of the square and began to shout and gesture wildly at our men, who were advancing in good order, despite the American muskets' efforts. We fired at the mayor,

*View of the Asylum and Grounds
(the Asylum is shaded)*

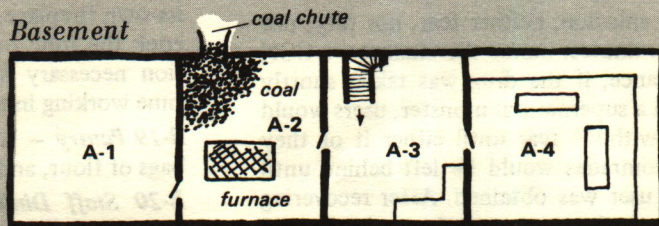


Asylum Plan

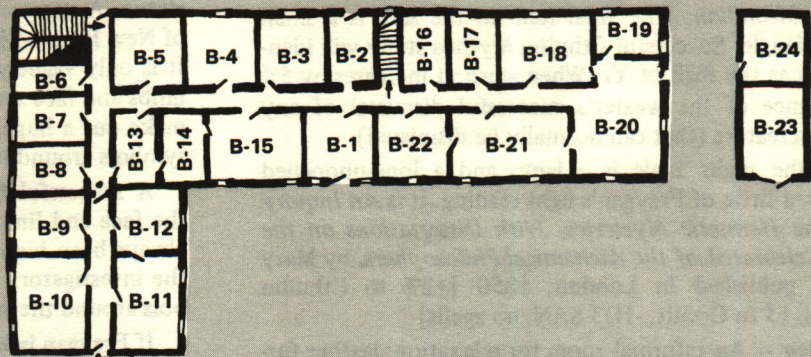


20 feet

Basement



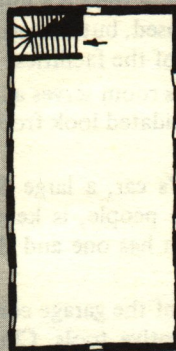
First Floor



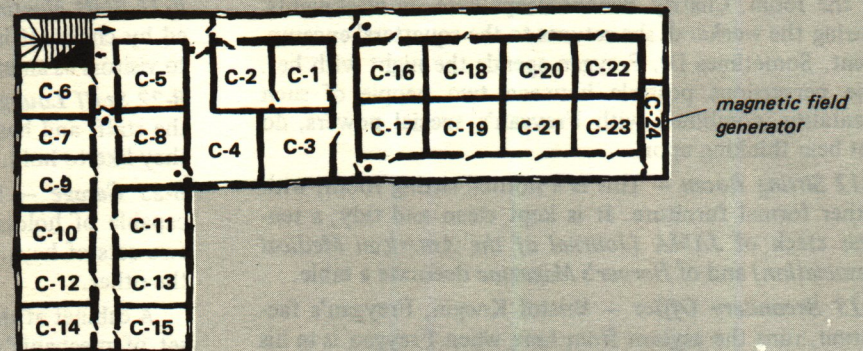
(there is also an armored door covering the stairs up to the second floor)

- doors
- armored doors
- stairs (arrow points down)
- windows

Third Floor



Second Floor



translation (gives +15% Cthulhu Mythos, x3 spell multiplier, and -2D8 SAN). This version hinted that man may have developed from a creation of the unearthly Old Ones.

In his studies of the foul being worshiped by the squatters, Freygan learned about the creation of shoggoths. The doctor has spent the last three years equipping an experimental lab, paying for it from the asylum's profits and out of his own pocket. But until a year ago he had not learned enough to accomplish the goal which obsessed him, the transformation of human tissue into proto-shoggoth tissue.

Then, a child was brought to the asylum suffering from an apparent nervous breakdown. He could no longer walk, talk, nor even use his hands properly, and was capable only of crab-like movements. Freygan, remembering his studies, immediately realized that the child had been taken over by one of the prehistoric Great Race, who traveled forward in time to study history. The child's personality had been exchanged with a member of this race. Placing the child in a secure cell, Freygan built and enclosed the locked cell within a special magnetic field, preventing the creature from communicating with its own kind or from leaving the body in the cell. If the captive Great One could return to his own time, young Quarren would be returned to his own body.

Using information extorted from the captive Great One, Freygan unraveled the secret of proto-shoggoth tissue, and even managed to turn himself into a sort of miniature shoggoth, now staying in human form only when dealing with non-cultists of the Silent Shouter.

He murdered the five inmates and converted them into raw proto-shoggoth tissue, with which he experiments to perfect the process of transmuting human tissue. Once his experiments are complete, Freygan plans to create an army of proto-shoggoth, using his cultists and the townspeople as raw material.

THE TOWN OF GREENWOOD

Greenwood is a town of 5000 souls. This quiet community supports itself by farming; other locals are employed in a small furniture-making factory and in the lumber mills.

If the investigators question townsfolk about Freygan or the asylum, they will perceive that they are mistrusted. A successful Psychology roll will tell the investigators that the locals genuinely fear something.

If the investigators go to city hall and their players make successful Oratory or Credit Rating rolls for them, the investigators will be able to get information and history concerning Freygan and the asylum.

Dr. Mike Hanover, Town Coroner

Dr. Hanover is the town doctor as well as coroner. He is 48 years old, a crusty and opinionated bachelor. Investigators may (30% chance) smell alcohol on his breath. If the investigators go to him and successfully perform Oratory, or if one of the investigators is a doctor himself, they will be allowed to look at the autopsy records of the five victims from the asylum; if they wish, the records of the four previous deaths (from the times before Freygan became a monster) also will be available.

The latter four died, respectively, of old age, cancer, a heart attack, and by strangulation during an epileptic fit. The records of the recent deaths show, however, that all five victims died of vague cardio-vascular problems and that the causes of death were ambiguous. Dr. Hanover found no legal evidence, but he suspects foul play. Accusations that he has not done his job properly, even by a sarcastic tone of voice, will cause him to angrily order out the investigators. Unless their players can successfully roll Debate, he will not help further. If they do get into his good graces, however, he will fill them in on local details, both geographical and about the people in town. The only doctor in these parts, he knows about everyone and everything.

Dr. Mike Hanover

STR 9 CON 8 SIZ 10 INT 14 POW 11
DEX 13 CHA 7 EDU 18 SAN 70 HP 9

SKILLS: Read/Write English 90%, Read/Write Latin 40%, Chemistry 35%, First Aid 100%, Pharmacy 70%, Treat Disease 90%, Treat Poison 50%, Diagnose Disease 85%, Psychology 40%, Drive Automobile 50%, Credit Rating 40%, Psychoanalyze 15%

Eliphalet White, Chief Constable of the Township

Eliphalet White is 37 years old and has been chief constable in Greenwood for eight years. He has an easy-going style, but knows his job and does it well. At one time he was a professional bare-knuckles boxer and has the fear, if not respect, of everyone in Greenwood.

If the investigators go to him to request a look at police records of asylum deaths, they should explain why they want to see them. If, while they are in his office, they voice the opinion that Freygan is somehow responsible for the deaths, at least by his negligence, and then the investigators make one or more successful Law rolls and Oratory rolls (at least one of each), he will scrow back his chair and hint that he thinks Freygan is involved in the rum-running trade. If he finds out that the investigators are of good reputation and have not been involved in any shady deals in the past, perhaps by phoning references in Boston, he will reveal his suspicions:

(1) Freygan is connected with a group of known moonshiners – the squatters near Stonecrest Hill.

(2) A large number of out-of-state trucks have gone to the asylum over the last two years, making trips both day and night, but never on a regular schedule. White believes that these trucks pick up the hooch.

If any of the investigators bring it up, White can explain that the townspeople are reticent about Freygan because about a year ago an old trapper by the name of Dave Bowen related how he had watched Freygan "in strange goings" on with them squatters up at Stonecrest Hill." When next Freygan came into town, Bowen was drunk and publicly confronted Freygan, in the middle of James G. Blaine street. Freygan ignored him, but about a week later Bowen was found about five miles from town, apparently run over by a truck. Since then, people don't say much about Freygan. Both the police report and the coroner's report say that Bowen died in a traffic accident, all they think could have done it. (Keeper's Note: but it

but our shots did not seem to have effect. As he stood there, at once Broughton began to clutch at his stomach, and then fell to the earth, scrambling at the dirt. Whilst we stared, mazed, another soldier, and then another fell, shewing the same symptoms. I then saw that every time the mayor finished a series of motions, another one of our men would shew signs of discomfort, and shortly become incapacitated. I therefore had our soldiers aim all their fire at the mayor, and he was shortly riddled with balls, falling prostrate upon the soil. By that time, some half-dozen or more of our men had been affected, and I watched to see that they would become cured of their affliction, whatever the mayor had been doing. To my dismay, the injured men stood up jerkily and unnaturally, then raised their weapons and began to vigorously, though clumsily, attack their comrades, who were forced to fight back to save their own lives. We could not shoot, for they were closely engaged with the rest, and we dared not leave the city hall, for fear of the American muskets. Broughton and the afflicted men fought diabolically, and though they were outnumbered and quickly stabbed through again and again, they continued to fight most ferociously until their spines were broken, when they fell over and died. Before long, all the afflicted men were dead, and at least a dozen of their comrades, leaving but two men alive. The Americans poured out and quickly butchered them, though we shouted and snapped our weapons at them.

Just before the sun went down, the Americans formed up in the town square behind furniture, stones, and other materials for a barricade. Behind this secure defense, we could hear them singing hymns and chanting. The hymns were not in either English nor Latin, and I could not determine for myself what language they spoke. This singing went on for several minutes, then a great being rose from among them. So horrific was this demon from the Pit that many of my men swooned, and I myself was sorely affected. It was great and black, with boneless limbs and a great open mouth. Recognizing our incapability to deal with such a being, as we had no chaplain nor priest with us, we fled from the building, suffering severe losses from American sharpshooters, and made our way to the high road, where we joined up with Major Wittington and his force.

I recommended to Major Wittington that we proceed at once to the aforementioned village and cleanse it of opposition, but I did not inform the Major of our more grisly experiences. The Major was impressed by my account of the mayor's treachery, and we went there the next day, which would be June 7th. Though I fearfully watched the buildings, no demon from the Pit appeared, and we successfully burned the town to the earth, killing many of the townsfolk. Though the town looked rather prosperous, no large amount of gold nor silver was found, May God have mercy on my soul.

GREENWOOD ASYLUM FOR THE DERANGED

The asylum building is a fine Italianate-style mansion with two wings. One wing is two stories, but the other is three. The house and grounds are surrounded by a ten-foot-high, two-foot-thick stone wall. The front gates have an inset lock, with a Strength of 50. Three characters can effectively put their weight upon a prybar at once to open this lock. There is a sound tube on one of the gate posts; it connects to the main house.

The front grounds have sculptured hedges, trees, numerous benches with inmates sitting on them, and a fountain. As the investigators walk up to the asylum, their players can attempt two Spot Hidden rolls for each character. The first will allow their characters to notice that all windows in the asylum are barred, not just the windows of the inmates' cells. The second Spot Hidden will reveal a faint trail of spilled coal leading to a coal chute at the back of the mansion. This chute will not admit anyone larger than SIZ 10.

Freygan vs. the Investigators

If the investigators go directly to Freygan with suspicions, whether of him or of some other unknown being victimizing his asylum, he will deny everything, be extremely polite, and give them a short tour of the asylum if they desire it, showing there is nothing to hide.

If they go to the asylum incognito, using some sort of cover story to give them an excuse to look around, he will be a masterful host, giving a complete tour and showing off the excellent medical facilities, including his basement chemistry lab, and explaining to the investigators how he concocts theories about the chemical causes of insanity. He will also show them the wards, allowing them to talk to any of the inmates. Freygan's Psychology skill is 80%, and if an investigator talks to him for a prolonged time, he has an 80% chance of knowing whether the investigator hates or fears him.

If the investigators make a slip, or accuse Freygan directly, he will do nothing, believing that they cannot stop him and that no one will believe them anyway. If they try to create a public outcry against him that might interfere with his plans, or interfere with the squatters' moonshining, he will attack them in full proto-shoggoth form if they go outside the town, and either attempt to incapacitate them and take them to his underground lair to become new material for his vats, or he will tear them to pieces if he must.

Dr. Terence Freygan

STR 14 CON 13 SIZ 11 INT 16 POW 12
DEX 15 CHA 7 EDU 21 SAN 0 HP 12

SKILLS: Read/Write English 105%, Read/Write Ancient Greek 75%, Cthulhu Myths 47%, Astronomy 45%, Botany 60%, Chemistry 90%, Pharmacy 90%, Treat Disease 75%, Treat Poison 75%, Zoology 80%, Diagnose Disease 80%, Psychology 80%, Debate 60%, Oratory 70%, Psychoanalysis 65%, Biology 95%, Electrical Repair 60%

WEAPONS: Crush (as proto-shoggoth) 100%, damage 2D6 per round after engulfing victim.

Fist 60%, 1D3+1D6

Kick 35%, 1D6+1D6

Grapple 30%, no damage, but can immobilize victim.

Nerve Pinch 60%, special effect.

SPELLS: Gate, Call Arwassa, Create Scrying Window

NOTES: Freygan's Crush attack in shoggoth form is performed at 100% accuracy, but can only enclose a single human at a time. The initial attack does no damage, but on succeeding rounds, the target takes 2D6 damage per round.

Freygan takes minimum damage from any physical weapons, and cannot be impaled. Fire does only half damage, and he can regenerate from damage at the rate of 2 hit points per round until he is dead.

Freygan has one special attack. Due to his studies, he has a fiendish knowledge of the human body and can, in hand-to-hand combat, give a nerve pinch rendering the victim incapacitated for 1D10 rounds unless the target's player rolls his character's CONx3 or less on D100. This nerve pinch attack is made at 30%. Freygan's proto-shoggoth body allows him to suddenly elongate his arm, so this attack can be made at a distance of ten or twelve feet. Freygan can also see around corners or over ob-



Proto-shuggoth and Victim

stacles, for he can simply form an eye on his hand to see with.

If Freygan becomes unusually angry or upset, there is a chance that he will lose control and his features will warp and change before the eyes of the horrified investigators. When Freygan is thus emotionally disturbed, the keeper must make Freygan's Luck roll (60%) or the fiend will change involuntarily.

SAN loss for seeing Freygan as a proto-shoggoth is 1D10, with a 1 point loss even if the SAN roll is made. Seeing Freygan change partially or entirely from shoggoth to human form also causes this SAN loss.

Freygan cannot change his face to resemble or imitate any other human being effectively. He can either maintain his old body form, or warp and flow into monstrous shapes.

GREENWOOD ASYLUM FIRST FLOOR

B-1 Reception Room – This large and handsome room has wood panelling, several large landscape paintings, a fine leather couch, and a number of plush chairs. The receptionist's desk is in one corner of the room. On the wall behind the desk are a number of covered speaking tubes connecting with Freygan's office and lab, the workrooms, attendants' quarters, and the servant's rooms. These tubes can also be used to eavesdrop on another room. The listener must make a successful Listen roll to eavesdrop, for the speakers in the room are not always standing right next to the tube.

On the desk is a typewriter, notebook, admission book, and pens. Nothing incriminating can be found here. Char-

ity Ballow will always be here during business hours, and will receive visitors.

B-2 Closet – This room holds galoshes, winter coats, and extra dry wood.

B-3 Storage – This room holds old furniture, lumber, several bags of cement, and so forth. There are no tools.

B-4 Exam Room – This room has everything needed for complete physical and mental examination and treatment, including an examination table, a couch, and basic medical examination equipment tools such as tongue depressors, stethoscopes, and the like. Both table and couch are fitted with restraining straps.

B-5 Electro-Therapy – This room is fitted with all the necessary equipment for 1920's vintage electro-shock therapy, including a table with straps, generator, and wires with electrodes. Restraining devices are hung on the walls.

B-6 Storage – This room contains used and broken electrical equipment and some broken furniture, including patients' beds.

B-7 Driver/Handyman's Room – This is where Standish Schlechter sleeps and rests. A normal bedroom, it has a 12-gauge pump-action shotgun mounted on one wall. A box of perfectly-spherical rocks rests beside the bed. When not working around the asylum, Schlechter likes to sit in his room and use the rocks to make designs on the floor. Anyone watching him do this will see that as he changes the design, the floor seems to pulsate, bulging up one second and becoming a pit the next. A SAN roll must be made upon seeing this, with 1D6 points lost if the roll is failed. A successful Cthulhu Mythos roll will enable an investigator to realize that a man is warping the

PROTO-SHOGGOTHS

Freygan, an excellent doctor and scientist, has extensively researched the problem of creating a new form of proto-plasmic life. With his readings in the pre-human *Phakotic Manuscripts* and his worship and study of Arvassu (his god), he has finally succeeded in isolating a process which will transform animal tissue into a form resembling that of the dread shoggoth – a sort of proto-shoggoth matter. Through the process, he has succeeded in keeping the human brain intact, though spread throughout the organism, thus preserving intelligence and personality.

Freygan's first human success was on himself. He is now composed entirely of proto-shoggoth matter. Proto-shoggoth tissue (in the form which Freygan has created) is the color and texture of human flesh, though it is mobile and can change form at will. A mass of proto-shoggoth tissue looks like a large piece of human flesh, light brown or tan colored, with nipples, navels, what seem to be ridges where muscle or bone is sticking up, and even eyes or other human orifices. There may be what appear to be large open wounds that do not bleed, acting as openings to the interior, where intestines and other organs may be visible. The whole continually quivers, breathes rhythmically, and heaves. It can thrust out a limb at will, which will resemble a human limb, though it may bend in the wrong spot, or have thickly corded muscles where they should not be. The thing may be compared to a purse of human skin that encloses a mass of different organs and body parts. The "purse" is packed too full, so the parts within seem to be pushing out against its walls. SAN loss also applies to seeing Dr. Freygan flow into proto-shoggoth shape. Freygan will only do this when no outsiders are about or when he is ready to attack and kill somebody. Basically, Freygan can change his shape at will. He can sit quietly and suddenly sprout a perfectly formed finger from his forehead muscles, or open an eye, complete with lashes, on the palm

of his hand. Such parlor tricks are reserved for frightening patients, to drive them more insane, or to impress the squatters and maintain his authority.

Dr. Freygan (and, eventually, his army of proto-shoggoths) has the following abilities. He may change his body form at will, greatly lengthening a limb, or growing new ones. He may open lipless mouths or sprout sense organs anywhere on his body. His total body mass and volume cannot be changed, however, so if a long, thick arm is stretched out of his chest, some other part of his body will need to shrink accordingly. He may attack in normal hand-to-hand combat, kicking, punching, and grappling (and even biting), or he may simply enfold himself around his target and crush it. In normal combat, Dr. Freygan can sprout as many limbs as he wishes, but he can only strike with two in a single round. These may be any two attacks, whether kick, punch, or even grapple. Freygan can, if he desires, grapple his victim with a few limbs, then continue to kick and punch him with others. If he simply decides to try to enfold his victim, he has a 100% chance of success. Of course, the victim attacked can try to Dodge, if the victim makes no attacks himself that round. Unlike a true monstrous shoggoth, Freygan can enfold but a single human in his clutches. Each round after grabbing the human, he can squeeze and grind. The victim will feel Freygan's twisted ribs and vertebrae digging into his body and thickly bulging muscles smashing his nerves and muscles. This attack does 2D6 points of damage per round that Freygan remains on his victim. This damage is equal to twice Freygan's damage bonus. If a proto-shoggoth were made that was so small as to have no damage bonus, it would still do 1D6 points of damage per round in its Crush. If a proto-shoggoth was so small that it would normally receive a negative damage bonus, it will do but 1D3 points of damage per round.

space-time continuum and playing with non-Euclidean angles and geometry.

B-8 Housekeeper/Cook's Room – This is Bettina Marston's haunt. There is a bed, two dressers, and three mirrors, but nothing worthy of suspicion.

B-9 Work Room – Here are old plans, notes, and correspondence dealing with the asylum dating from the days that Freygan actually was interested in it as a place to heal the sick. The dust is thick here.

B-10 Doctor Freygan's Bedroom – Freygan does not now sleep in this room (his proto-shoggoth form needs no sleep), and a successful Idea roll will let an investigator notice the unusually thick dust layer everywhere. The room has a bed, nightstand, and a chest of drawers full of clothes.

A successful Spot Hidden roll will show that one painting on the wall is slightly askew. If the investigators look behind it, they will find a wall safe. Its sophisticated combination lock requires four consecutive Pick Lock rolls to open (or four consecutive Mechanical Repair rolls, if it is just broken into). Inside is a leather bag holding \$5000 worth of antique gold coins, an account and receipt book, two manila folders, and a small silver medalion.

The Account Book: If the account book is studied and if an Accounting roll succeeds, it will be obvious to the peruser that there is no way the income of the asylum could approach paying for the expenditures Freygan has incurred: there are receipts for such things as diesel-powered electrical generators, a vast amount of lab supplies, including large vats and sealed tanks, and great quantities of electrical equipment.

Manila Folder One: The first manila folder from the safe has a typed copy of the spell Create Scrying Window. This spell may be learned from the copy if the reader studies the spell carefully for at least a week, then rolls his INTx3 or less.

Manila Folder Two: The second manila folder is marked "Creation Technique." As an investigator reads through this, he will discover exactly what it is that Freygan has been doing. The reader or readers must make various skill rolls to understand the manuscript's highly-technical language and to understand exactly how the process works. Reading the manuscript adds +3% to Cthulhu Mythos and costs 2D6 SAN. It also gives the reader a great head-start if he ever decides to start making proto-shoggoth material himself.

The full title of the manuscript is "Intracellular Transformation Pathways." The first section, which requires only a Read English roll from the peruser, summarizes how the process is performed. A victim is first injected with the variety of drugs listed below. If the mind of the victim is to be functionally retained, the Mood Flattener is also injected; if not, the Mind Destroyer chemical poison is given to induce severe brain damage, yet not kill the victim, resulting in living body without a mind. The victim is then immersed in a transformation vat, which reduces the body over a period of time to proto-shoggoth tissue. The amount of drugs and electricity must be precisely controlled to achieve the desired effect.

The following drugs and their effects are listed in the manuscript. To figure out how to make and use one of

these drugs from the manuscript, an investigator's player must successfully roll his character's skills in Chemistry, Cthulhu Mythos, Pharmacy, and Electrical Repair. He may try once per drug.

Proto-Shoggoth Catalyst: This drug is the threshold agent which prepares the human body to transform into proto-shoggoth tissue when exposed to the proper solvents. While the drug itself does no damage, immersion in the vats without this drug results in instant death.

Cellular Accelerator: This formula is easier to figure out than the others. Anyone making a successful Chemistry and a successful Pharmacy roll can recreate it at will. The ingredients are available from any large lab, and a normal dose of the product costs approximately \$10 for the ingredients. The process of manufacture requires about 6 hours of time, during which the chemist must be present at all times. Any amount of drug may be made in a single batch – the only limitation is in the size and quality of the chemist's laboratory, which must be fairly good and extensive.

Injection with this formula speeds up the healing powers of the body, healing 1D10 points of damage in 1D4x10 minutes. Each time this dangerous drug is used, the patient's player must roll under his character's CONx5 on D100. If this roll is failed, the drug incites massive cellular malignancies, like cancers (however, damage would still have been healed). After a failing CON roll, unsightly tumors form over the victim's body. The first tumors will appear within a few hours, though muscle and joint pains will be felt within thirty minutes. Within a day, the character will be bedridden. After 2D6 days, the victim will be reduced to a massive pile of suppurating flesh, and after 1D3 more days of torture, he will die. Nothing can be done to save him. Anyone seeing the final state of the victim must make a SAN roll (once only) or lose 1D8 points. The victim's frightened doctors can tell that the disease is new to science.

Cellular Solvent: This formula, which can be used as an ingested poison with a strength of 14, does 1D6 points of damage per dose to any creature it is poured over or is splashed onto, due to cells dissolving and whole parts of the body sloughing away. The formula's power extends even to creatures such as shoggoths. If used on proto-shoggoth tissue, it turns it into soup (the solvent does 3D6 damage per dose to proto-shoggoths, though not shoggoths). SAN loss for seeing it act on any creature is 1D4. Human CHA is lowered by one point for every point

NOTES ON DOORS AND OTHER OPENINGS

Window Bars: The window bars are of cast iron. Each bar has a STR of 40 to resist being pried open or broken. A hacksaw will do 1D3 points of damage per successful Mechanical Repair roll made. The roll may be attempted every full minute. Any roll of 96-00 causes the hacksaw blade to snap unless the character immediately succeeds on a second Mechanical Repair attempt (this second roll will not cause damage to the door – it merely keeps the blade from snapping because of a catastrophically poor roll).

Armored Doors: All doors marked with a dot are steel which have a Strength of 150 each. There are viewing grates at eye-level in all such doors.

Other Doors: All doors in the wards are kept locked. Each attendant (and Freygan) has a set of keys that will open any door.

was Freygan — in shoggoth form — who actually killed Bowen.)

White will not further help the investigators unless they present him with proof of Freygan's guilt as a rum-runner or murderer.

Eliphalet White

STR 13 CON 14 SIZ 14 INT 15 POW 9
DEX 14 CHA 11 EDU 9 SAN 45 HP 14

SKILLS: Spot Hidden 55%, Track 75%, Mechanical Repair 50%, Move Quietly 80%

WEAPONS: .45 revolver 60%, 1D10+2 damage

.30-06 rifle 65%, 2D6+3 damage

Fist Punch 85%, 1D3+1D6 damage

Fist Parry 90%, blocks 3 points of melee damage

Amanda Seaforth

Widow Seaforth runs the only hotel: "Amanda's Rest" — no visitors, no smoking, no drinking, no swearing, no spitting, no cheques. It has good food, clean sheets, and no trouble. A fiesty woman, Amanda runs her hotel with an iron hand. She allows no impropriety between the sexes in her establishment, and whoever breaks her rules will be ejected immediately, even if she has to go get help from the street to do it.

Amanda has one fault, for she is a gossip. The investigators, if polite and able to benefit from a successful Fast Talk roll, can find out about anyone or anything in town. The report might even be true. The Keeper should use his imagination here. For instance, if telephone calls are made from the hotel, the switchboard operator will remember any juicy tidbits and by supertime, those secrets will be spread all over town.

Widow Seaforth

STR 7 CON 10 SIZ 8 INT 12 POW 16
DEX 12 CHA 14 EDU 12 SAN 70 HP 9

SKILLS: Accounting 70%, Listen 95%, Psychology 50%, Spot Hidden 60%, Move Quietly 70%, Bargain 60%, Credit Rating 50%, Debate 90%, Fast Talk 40%, Oratory 70%

TELEPHONES

In this small town, in this era, private lines are unknown; any call the investigators make may have several eavesdroppers. The investigators should be told the first time they need to use a phone that they will have to wait until the line is clear, for someone else is using it. If they do not get the hint, someone they are visiting might pick up a phone, apologize when they find the phone is being used, and hang up. Anyone they ask can tell them about party lines.

God-Bespoke Johnson

God-Bespoke Johnson's real first name is Albert. A 57-year-old man, he found the smashed corpse of Dave Bowen in the woods. Bowen and he ran a trap line near Stonecrest Hill for years. Since the tragedy, Johnson claims to have received a call from the Lord, has changed his name, and has become a preacher, spending most of his time announcing "the end of the world! When creatures of the pit burst out to take the unrighteous!" The townspeople be-

lieve the shock of finding Bowen's body was just too hard on Johnson. Amanda Seaforth lets him have an attic room at her hotel and most townspeople are protective of him.

Johnson went insane from witnessing Freygan, in full shoggoth form, engulf Bowen and suck him to pieces. Johnson fled into the woods. Johnson thinks Bowen's sins caused him to be taken by the devil. If the investigators can get Johnson alone and make a successful Psychoanalysis roll, he will describe what he saw.

Any investigator making a successful Cthulhu Mythos roll will recognize the creature of Johnson's experience as a major threat.

Johnson may be willing to help the investigators cleanse the area of this scourge, but his Sanity is only 10. Though he is tenuously sane, having found strength in his fanatical religious feeling, a mere 2-point loss will cause him to go screaming into the woods, crying about pursuing demons. Unless forcibly restrained while insane, he may commit suicide. If his madness can be traced to the

GOD-BESPOKE JOHNSON'S WITNESS

"Before I saw the blessed Light, the Light of God and His Holy Angels from on High, I saw the black Darkness of the Pit. Yes, friends, years ago, when I was still in my sins, sinfully taking life without license ..." [here Johnson is referring to his trapping] "... I came from the woods and saw my companion in sin, poor damned Bowen, clutched by Satan and torn limb from limb!

"I could see the devil as clearly as I see you gentlemen, and I fell to my knees, certain that the Holy God on High was going to let me suffer the just reward for my crimes. But He had mercy on me! Yes, and He can have mercy on you too! Just fall on your knees and praise Him. Praise Him and beg Him not to let you fall into the clutches of that devil." [Here Johnson will go into a fairly lengthy spiel and try to get the investigators to confess God and repent of their sins. Whether or not they do, will eventually get back onto the subject.]

"You ask what that old devil looked like? He was cold, gentlemen, cold as that Hell you'll end up in if you don't praise the Lord on High this instant! He was clad in the garb of a common man, doubtless fresh from a disguise while walking to and fro in the Earth, and down and up in it. His clothing was white, mocking that of the Holy Angels, but his was stained with mud and filth, showing his true origins. He had no head to resemble man's. He had no arms like a man's. He had no legs like a man's. And he had no heart like a man's. He was just a doughy mass within his false costume, a mass of corruption and sin! He leapt from the woods and fell upon poor damned Bowen, and then the two were one. The devil had his own. Though Bowen screamed like the damned soul he was, Satan had no mercy. But the Lord and His Holy Angels can have mercy, and They may do so if you will only turn to Them, and forsake all your past crimes and sins. Worship in His name!

"The devil was colored like a man, but his eyes glared redly, and were not in his head. The devil cracked Bowen apart and yanked his soul right out of his body! I knew then that God only could save me, and I went down on my belly and I grovelled and I prayed, and God spared me! He spared me, for when I next looked up, Satan had gone. He had gone, and left only the mortal coil of Bowen behind. I had been privileged, yes I had been blessed to have a Vision of the Last Day of Judgment, when the Earth will be filled with those two classes of people; those caught up to Heaven with the Holy Angels, and those left on Earth with the Fallen Angels, like the one I saw that night. Pray with me, please, gentlemen, that you may be spared, as I was." [Bowen will now go into a long and exorcisingly tedious prayer with no more useful information for the investigators.]

of damage done unless a Luck roll succeeds. If more than half of a victim's hit points are destroyed by this solvent, it has caused a major deformity, such as the loss of some flesh from a limb, as though it had been melted or burned away.

Mind Destroyer: An organic drug with a strength of 12, which is matched against the victim's INT. If it overcomes the victim, he will lose 1D6 points of INT. As the victim realizes his mind is slowly being destroyed, his SAN loss is 2D6, with a 1D3 point loss even if the SAN roll succeeds.

This chemical is usually injected in successive doses, as too large a dose all at once can cause death. If the victim loses more INT than he possesses, each extra point of INT damage is subtracted, instead, from his CON. If more than one dose is given at once, each drug attacks the victim separately. Usually, at least four or five doses are necessary to prepare the typical subject for transformation into proto-shoggoth matter.

Mood Flattener: This drug is injected only if Freygan plans for his victim to retain his mind after being transformed. It causes the mind to be able to view the most bizarre happenings with no chance of an insane reaction, although it does *not* prevent the loss of SAN points. (If however, Sanity reaches zero, the character is still insane.) The drug temporarily kills all emotion in the brain.

The user feels no emotion, neither fear, nor pity, nor anything else for 30 minutes, minus the character's CON in minutes. For instance, if the drug was taken shortly before a combat with a supernatural monster, users would attack the monster without fear until either it or they were dead. Injured comrades would be left behind until the objective of the war was obtained. After recovering from this drug's effects, the user remembers what he did and how he felt, and takes an automatic loss of 1D4 more SAN points.

The Medallion: The final item in the safe is a small silver triangle. Successful Cthulhu Mythos study will identify this as the Sigil of Yr. When worn, it increases by 5% the chance of the wearer's successful dismissal of any Mythos creature (that can normally be dismissed).

On the night table is a lamp and a long-unopened book — a little of Freygan's light reading. It is *An Inquiry Into the Hermetic Mysteries, With Dissertations on the More Celebrated of the Alchemical Philosophers*, by Mary South, published in London, 1850 [+2% to Cthulhu Mythos, +5 to Occult, -1D3 SAN, no spells].

B-11 Den — An informal room for relaxation; leather furniture; some rather suggestive etchings decorate the walls. A mattress with sheets and blanket is placed in the corner of the room. Charity Ballow sleeps here on weeknights. During the weekend, she returns to the squatters' encampment. Sometimes Dr. Freygan spends the night with her. The perversions possible between two people of such mentality, combined with Freygan's special powers, do not bear thinking upon.

B-12 Sitting Room — This is a normal sitting room, with rather formal furniture. It is kept clean and tidy; a ten-year stack of *JAMA (Journal of the American Medical Association)* and of *Harper's Magazine* decorate a table.

B-13 Secondary Office — Bristol Kneigin, Freygan's factotum, runs the asylum from here when Freygan is in his laboratory, which now is most of the time.

B-14 File Room — The file room holds all the asylum records, including patients' records, deeds, and so on. There are 20 drawers of files, a table, and two chairs. Close inspection of the files on the five newly-deceased residents will reveal no mention of any organic complaint or disease before their deaths.

B-15 Freygan's Office — Tastefully done in the straight lines of Edwardian furniture and furnishings, it includes a desk, a number of chairs, a couch, a bookshelf holding an extensive collection of clinical and theoretical works on psychology, though a Psychology roll reveals no controversial authors. An inspection of the books shows that Freygan has a large number of books on biochemical causes for insanity.

In the upper right hand drawer of his desk, (always kept locked), is a set of keys for every door in the asylum. In a corner of the room a set of filing cabinets hold the case records of all past and present inmates of the asylum.

B-16 Men's Room and B-17 Ladies' Room — These two identical WCs have the most modern available toilets, with wall-mounted toilet tanks. The ladies' room also has a horsehair-covered couch.

B-18 Kitchen — This is a normal kitchen for a large establishment. There is the usual proliferation of knives, cleavers, rolling pins, pokers, and the like. The kitchen has its own fireplace, which is used both to heat the room and cook the food over. There is a great deal of food preparation necessary here, and Bettina Marston spends much time working in this room.

B-19 Pantry — It contains canned goods, jars of preserves, bags of flour, and other staples.

B-20 Staff Dining Room — Where the staff and their guests eat. There is a china cabinet on one wall. In the center of the room is a long table seating 12 people. In a corner of the room is a small table bearing a 10-inch-high statue. A successful Anthropology roll will reveal that it is of New England indian creation and at least 100 years old. It is only vaguely human, but most of the features of the limbs and face seem to have been worn away. One can still make out a huge, gaping mouth and a series of decorative symbols around its feet.

A successful Geology roll can tell an investigator that the face and limbs are not really worn away — they have always been blank. If an Occult roll is successfully made, the investigators also will realize that the decorative symbols around the statue's feet are arcane indian signs.

If Freygan is asked about the statue, he will state truthfully that it was a gift from some backwoods people, and that it is a representation of the indian deity Arwassa.

B-21 Staff Meeting Room — Here is a long table surrounded by chairs. It is never used, but Freygan likes to show it to visitors as an example of the facilities.

B-22 Staff Lounge — This room serves as a living room for the staff, and has a dilapidated look from the wild parties they like to hold.

B-23 Garage — Freygan's car, a large Studebaker sedan capable of holding seven people, is kept here. There are two sets of keys. Freygan has one and the handyman has the other.

A cabinet at the back of the garage contains a complete set of mechanic's automotive tools. Clipped to the wall below eye level on the inside of the cabinet is a loaded .32

revolver. An investigator must have his head completely inside the cabinet before he can see it with a successful Spot Hidden.

B-24 Woodroom — The cook prefers to use wood (rather than coal) for cooking and baking. A cord and a half are stored here, as well as a lot of kindling and two axes.

THE SECOND FLOOR

C-1 Attendant's Station — Here one of the attendants will always be stationed. The room is equipped with a desk, chairs, a voice tube, and a series of straitjackets, ropes, bonds, and a drug cabinet. Each room on this level needs a separate key to open its locks. The keys are locked in a desk drawer, and only Freygan and the attendants have keys to the drawer.

C-2 and C-3 Attendants' Rooms — These two small rooms contain only normal bedroom furniture.

C-4 Visiting Room — A clean and formal room where visitors may wait until their loved one is brought forth. If the investigators have a comrade installed here, they will only be permitted to speak with him in this room while an attendant listens.

C-5 Hydrotherapy — This is used mainly to clean up patients before they are visited, and includes a tub, shower, scrub brushes, and similar lavatory paraphernalia.

C-6 Linen — This holds bedding, patient gowns, and a liberal supply of straitjackets. There is a folding table and shelves.

C-7 Laundry — Has a pump, a boiler, and a hand washer and scrub boards. Foul laundry from the patients is piled in the corner, and a number of sheets crisscross the room on lines to dry.

C-8 Cell — Empty

C-9 Cell — This cell holds a patient, Janice Willowbe, 32 years old. She spends most of the time crouched behind the bed in her cell. She will not answer or respond to questions from the investigators. She will struggle violently if touched or moved. She suffers from a malignant form of schizophrenia in which she is frightened by any human.

STR 15	CON 6	SIZ 8	INT 10	POW 11
DEX 5	CHA 11	EDU 11	SAN 15	HP 7

SKILLS: Janice is incapable of using any skills until she is cured of her madness.

WEAPONS: Scratch 50%, 1D2 damage

C-10 Cell — Holds a patient, Toby Smith, 62 years old. Toby is sure that unknown agents hired by his mother want to kill him. He will assume the investigators are some of those agents. He may act friendly for a bit, but won't let any investigators get behind him. At any moment, he may scream and fall cowering to the floor, begging for mercy. If the investigators behave aggressively or threaten him, then he may fight them, but he is basically harmless, and will not normally try to hurt them.

STR 12	CON 9	SIZ 17	INT 13	POW 10
DEX 8	CHA 11	EDU 6	SAN 32	HP 14

SKILLS: Mechanical Repair 85%, Electrical Repair 85%, Plumbing 100%, Spot Hidden 70%, Listen 60%

WEAPONS: Fist/Punch 65%, 1D3+1D6
Bite 50%, 1D4

NOTE: Toby was once a plumber and handyman, but rarely gets a chance to use his skills nowadays. If scared into fighting, he will try to bite his enemies and flail wildly with his fists (alternate Bite and Fist attacks each round).

C-11 Cell — Empty

C-12 Cell — Holds patient Emery Howard. Emery witnessed a terrible automobile accident in which his fiancée died. He is catatonic, spending his days staring wildly into space at strange visions, and cannot possibly respond to investigators.

STR 9	CON 15	SIZ 16	INT 14	POW 12
DEX 13	CHA 10	EDU 9	SAN 41	HP 16

SKILLS: Can utilize none.

C-13 Cell — Empty

C-14 Cell — Holds patient Leslie Davenport, 28 years old. He is very talkative. If investigators speak to him, he will talk about the Napoleonic wars and the battles he waged as a general. If asked if he is Napoleon, he will become very upset and shout, "No, you boulder(s)! I'm Wellington!" A successful Oratory or Fast Talk roll will convince him to help the investigators, but he will continually look about for his horse and sword, demand uniforms and proper respect and subservience shown him, and call for aides.

STR 16	CON 8	SIZ 10	INT 8	POW 6
DEX 7	CHA 10	EDU 15	SAN 37	HP 9

SKILLS: Ride 30%, Spot Hidden 40%, History 80%

WEAPONS: Will fight with no weapon less noble than the sword.

Sword 15%, 1D8+1 damage

C-15 Cell — Holds patient Don Vaughan, a 52-year-old accountant. Don is now cured of his insanity and due to be released in two weeks. If he is not freed by the investigators or if Freygan is not stopped, Don will be released only on paper and said to have left the asylum. In truth, he will be killed and his flesh turned into proto-shoggoth tissue.

STR 15	CON 16	SIZ 8	INT 12	POW 14
DEX 16	CHA 4	EDU 15	SAN 51	HP 12

SKILLS: Accounting 80%, Law 35%, Library Use 55%, Drive Automobile 30%, Mechanical Repair 50%, Credit Rating 40%, Debate 40%, Swim 40%

The Security Wing

All the inmates of this floor are, at least theoretically, permanently insane and extremely dangerous. All these rooms have heavily padded walls, no windows, and a steel door (with padding over the inside). There may or may not be furniture within, depending upon the degree of madness of the resident. One of the attendants is always on duty nearby.

C-16 Cell — If a player-character is incarcerated in the asylum, Freygan will put him or her in this room. Otherwise, it will be empty. Freygan's reason for placing the player-character in the security ward is simple. It is probable that the player-character was brought in raving of

Cthulhu Mythos secrets, and of obscene monsters. Freygan naturally thinks that such individuals bear watching.

C-17 Cell – Patient Brian Powys, 49 years old. This man believes everyone is out to kill him. He especially suspects Freygan and will recite the time (unless stopped by Freygan or his attendants) when two fellow inmates were dragged off by the attendants and never came back. Their cells were emptied, as if they had never lived. If the investigators decide to release him, even if it is to save his life, he will not be fooled. He will understand that they are just leading him along until it's his time to be slaughtered like the rest. He will bide his time until he can strike one or more investigators down and make his escape.

STR 15 CON 9 SIZ 10 INT 8 POW 10
DEX 8 CHA 8 EDU 6 SAN 20 HP 10

SKILLS: Spot Hidden 50%, Listen 60%, Hide in Cover 40%, Move Quietly 40%

WEAPONS: Fist 70%, 1D3+1D6
Club/Chair Leg 50%, 1D6+1D6

C-18 Cell – Patient Arnold Jackson, 37 years old. Arnold is depressed 60% of the time, and when in this state must be physically restrained from committing suicide. The other 40% of the time he is maniacally sure he has super-human strength and abilities. If the investigators free him and he commits suicide, they will each lose 1D4 SAN. If he becomes maniacal, he could not restrain himself from taking on Freygan, the squatters, and Arwassa all at the same time, with both hands tied behind his back.

STR 10 CON 12 SIZ 11 INT 6 POW 6
DEX 12 CHA 9 EDU 9 SAN 10 HP 12

SKILLS: Never uses any.

C-19 Cell – Empty

C-20 Cell – Patient Betty Lou Bulton, 19 years old. Betty appears to be a perfectly normal and pretty young girl, and will appear eager to help the investigators. Once released, she will await the time when no one is watching and then start a fire by any means possible, even if she must burn in the blaze herself.

STR 8 CON 14 SIZ 9 INT 8 POW 13
DEX 9 CHA 16 EDU 6 SAN 08 HP 12

SKILLS: History 25%, Listen 60%, Start Fire 95%, Camouflage 40%, Fast Talk 40%, Climb 70%, Jump 50%, Swim 80%

C-21 Cell – Empty

C-22 Cell – Patient Mark Zills, 30 years. Mark will immediately attack anyone releasing him from his strait-jacket, though he will be mild enough until then. He has maniacal strength. His weakness is his teddy bear, hidden under his bed. He will do anything rather than see it hurt.

STR 25 CON 12 SIZ 16 INT 5 POW 13
DEX 10 CHA 15 EDU 2 SAN 0 HP 14

WEAPON: Fist/Punch 75%, 1D3+2D6

C-23 Cell – Patient Jeffrey Quarren, 13 years old. Jeffrey is not currently human. His mind has been seized by a member of the Great Race. He is kept gagged and in a strait-jacket, except for those times Freygan wishes to get information from him. Unseeable from the eye slit in the cell door, on the west wall are instruments of torture,

including thumb screws, clamps, vises of different sizes, a cattle prod, dental tools, and high-voltage batteries. Freygan or one of the assistants will stop the investigators should they attempt to enter the cell or try to communicate with the prisoner. They will claim he has an extremely virulent form of typhoid fever.

When the intelligence from the past (a Great One) took over the body, he could not control it properly and was brought to the asylum by Jeffrey's family, hoping he could be cured. Freygan helped him learn to use his new body, then proceeded to pump from him advanced scientific and occult knowledge. The Great One's only goal is to escape Freygan and be about his business. As a coldly intellectual non-human, he holds no malice towards Freygan. If he must, to help his escape, he will help destroy Freygan. To aid in his escape, he can tell the investigators how to make and use the cellular solvent which can destroy Freygan. His instructions can only be understood by an investigator making a Pharmacy or Chemistry roll, but if worst comes to worst, he can make the stuff himself.

Freygan prevented the Great One from being called back in time by placing a special magnetic field around the cell. If part of the padded wall is torn away, a metal mesh will be revealed beneath. Using this and the equipment in C-24, the Great One can, in one hour, produce a portable force field generator which weighs 60 pounds. The field is composed of a parabolic surface 10 feet in diameter. It will be projected 5 feet in front of the field generator, and will act as 10 points of armor against attacks passing through it. The generator will last 2 hours before burning out. The Great One cannot take the time necessary to explain to any humans how the field projector works. If a character wishes to reproduce the device for his own use, his player must successfully roll his Electrical Repair minus 80 from the normal chance, as well as his Physics skill minus 50 from the normal chance, and also his Cthulhu Mythos score. If any one of the three rolls fails, the attempt is a failure, and destroys the device's remnants. The device may not be created without a copy of it before the experimenter.

C-24 Magnetic Field Generating Room – This small room is filled with a variety of electronic devices, all in operation. If the investigators are being given a tour of the building, they will not be shown this room. If any asks why, they will be told it is just a linen closet. If they gain access to this room, a Spot Hidden roll will allow them to notice a series of cables going through the wall into C-22. (All of this equipment maintains the magnetic field which keeps the Great One a prisoner.) A successful Physics roll or half or less of a Electrical Repair roll will inform the investigators that the equipment is meant to generate some kind of electrical or magnetic field.

THE THIRD FLOOR

Exercise Floor and Patient Lounge – Occasionally patients are brought here to walk about aimlessly, or to curl up on the barren floor. There is no furniture, though there are a few window seats. The steam heat rarely makes this room warm in the winter, the only time when it is used.

THE BASEMENT

A-1 Storage – This is a large, dark room, half-full of crates and sacks. An inspection shows that the crates are all ad-

dressed to Freygan and that most of the return addresses are electrical manufacturers and medical suppliers. There is far more equipment here than should be needed for a small operation like the Greenwood Asylum for the De-ranked, but investigators may not realize this unless they are familiar with hospitals.

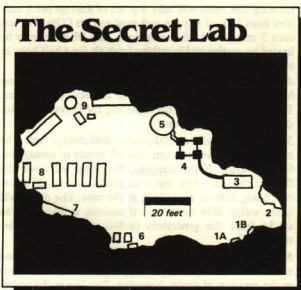
A-2 Furnace Room — The building is steam-heated throughout, except for the dining room and kitchen fireplaces. In the center of this room is a large coal furnace. Against the south wall is a great heap of coal, enough to last several winter months. The investigators might find this interesting if they recall that some townspeople said there had been several oil deliveries to the asylum. In the northeast corner of the room is a storage area for garden tools. As might be guessed by the beauty of the grounds, there are a large number of tools here, most of which could be used as weapons if necessary.

A-3 Workroom — This is where many small maintenance projects for the asylum are done. On the south wall are workbenches and a lathe for woodworking and light metalwork. There is an acetylene torch in the southwest corner of the room. In the northern part of the room are several contemporary washing machines and a table with folded laundry on it.

A-4 Laboratory — This is where Freygan supposedly does all his experiments concerning the biochemical causes of insanity. It is complete as any chemist could wish — there are microscopes, a bacterial incubator, a centrifuge, a refrigerator, pressure bombs, and a number of retort stands and alcohol burners with flasks of chemicals bubbling away on them. On the north and east walls are shelves containing standard chemicals and reagents, and cabinets full of test tubes, retorts, glass containers, and the like. If examined, and if a Spot Hidden roll succeeds, it will be seen that the cabinet on the southern end of the east wall sticks out more from the wall than the others. If the doors are opened, the investigators will see rows of glass vials. If any vial behind the first row is touched, it will be found to be glued to the shelf. If the shelves themselves are pulled, the back of the cabinet will swing out, revealing a secret back which seemingly leads only to the cement wall behind the cabinet. That wall, however, is covered with a series of oddly-angled lines, and deeply-incised carved marks. If the wall is looked at for any length of time (as it would be, for example, if it were searched for secret openings), any character so inspecting it must attempt a Luck roll. Success indicates that the wall will suddenly seem to spin and rapidly withdraw from the character. Just as suddenly, things will return to normal. Any character to whom this happens may attempt a Cthulhu Mythos roll. Success will tell him that the wall is actually a doorway through space to some other location, and it will also allow him to understand just how to see the wall so that he can walk through this doorway if he wishes. If he tries to explain the process to his companions, each may also attempt a Cthulhu Mythos roll to understand the process. Those who fail cannot understand the fourth- and fifth-dimensional reality of the gateway, but those who succeed can freely pass through the "doorway" at will. This particular gate leads to Freygan's underground laboratory. It costs 1 point of POW to go through the gate, and 1 point of SAN.

THE UNDERGROUND LABORATORY

This is a lab in a secret cavern somewhere in the area of the Greenwood asylum. It is accessible only by two gates, one of which being in Freygan's laboratory at the asylum, and the other in the holy shrine of the squatter folk who live near Greenwood.



1a Gate — This is the gate which opens to and from the asylum. Use of the gate costs 1 point of SAN and 1 point of POW.

1b Gate — This gate goes to and from the holy shrine at the squatters' camp. Use of this gate costs 1 point of SAN and 1 point of POW.

These two gates are not identical in appearance, though they are very similar. There are subtle differences between them, and anyone that has passed through one can see the difference, though he also will understand the process well enough to try to pass through it.

2 Spring-Fed Pool — If the investigators examine this pool, they will find it to be bottomless. If an attempt is made to dive in and follow the current out, the player must make six successful Swim rolls for his character. He may try as often as he likes, but each failed roll after the first gives the investigator 1D8 points of damage from water inhalation. The player should not, of course, know how many Swim rolls are required. If his character decides to Swim back after going a little ways, the player must make a number of Swim rolls equal to those he has already succeeded at. If he perseveres, he will emerge in a stream near the University of Maine fish farm at Machias.

3 Air Recycler — This is a large metal container with grilles on both sides. It draws in stale air on one side and pumps out fresh air from the other. Inside is a specially-created section of trained proto-shoggoth tissue which acts like a giant lung in reverse, pulling carbon-dioxide and impurities out of the air and replacing them with oxygen. The creature has no intelligence, no other functions, and no mobility. If the container is opened, the ballooning creature will horrify those looking, causing 1D6 SAN loss unless a successful SAN roll is made by those seeing it. Weapons only do minimum damage to it, but it cannot regenerate damage and can take only 20

points of damage before dying. If it is killed, the air in the underground chamber will begin to grow noticeably stale in 5 minutes, due to the unfiltered exhaust from the diesel generators. If the generators are turned off, the air will be good for eight hours. If the generators remain active, within ten minutes players must roll their characters' CONx3 or less, or their DEX is halved. In 15 minutes, anyone in or entering this room will take 1 point of damage per 5 minutes from lack of oxygen and must roll his CONx5 or less each 5 minutes or fall unconscious. Any DEX loss may be healed by resting and breathing fresh air for a half hour or so. Damage taken is healed normally.

4 Electrical Generators – These four diesel generators have their exhausts linked to the air-recycling monster. They supply power for the lights and for Freygan's proto-shoggoth creation process.

5 Oil Tank – This is a 200-gallon diesel storage tank. The metal walls of the tank can take 20 points of damage before rupturing. If this happens, the diesel will cover the floor of the cave. Any sparks or gunfire will set off a fireball doing 6D6 to everything in the cave. The diesel will ignite within 2D6 turns even if nothing is done, due to sparks from the generators (unless said generators are turned off).

6 The Guard Quarters – Freygan has been training some of the more intelligent squatter people to act as assistants in the creation of proto-shoggoths. Two live in the underground lab, keeping an eye on the proto-shoggoth cultures and preparing for the next series of experiments. Each guard is armed with a sawed-off shotgun (doing 4D6 damage). In the room itself are cots, a washstand, and the like.

Guard Bezaleel Framptkin

STR 12	CON 15	SIZ 14	INT 7	POW 9
DEX 16	CHA 5	EDU 3	SAN 0	HP 15

SKILLS: Listen 70%, Spot Hidden 70%, Cthulhu Mythos 20%, Electrical Repair 40%, Chemistry 25%

WEAPONS: Sawed-off Shotgun 50%, 4D6 damage
Kick 40%, 1D6+1D6 damage

Guard Othbesheth Framptkin

STR 11	CON 16	SIZ 13	INT 8	POW 7
DEX 13	CHA 3	EDU 3	SAN 0	HP 15

SKILLS: Listen 50%, Spot Hidden 60%, Cthulhu Mythos 15%, Electrical Repair 30%, Chemistry 15%

WEAPONS: Sawed-off Shotgun 40%, 4D6 damage
Fist 75%, 1D3 damage

7 The Scrying Window – This is a stained-glass mosaic, standing 15 feet high and 10 feet across. In the center of the window is a circular piece of glass. If an investigator looks into the center piece he will get a view of a weirdly carved stone chamber, containing bizarre monstrosities resembling ridged barrels with tentacles springing out of their tops and bases. These creatures carry convoluted pieces of metal and move around a gigantic glass globe in which floats a shuddering, pulsating piece of phosphorescent black flesh. This is a vision from the past. The barrel-like creatures are the primordial Old Ones, working on the creation of a shoggoth. SAN loss for viewing this scene is 3D8 unless a SAN roll succeeds, and 1D4 even if the roll is made. The window was created by Freygan.

To create such a scrying window, the spell must be known. Points of POW must be permanently emplaced into the window. Ten points of POW must be put into the central clear viewing glass, and these are not regenerated. At the time the glass is enchanted, the exact time that the glass is meant to be able to see to must be specified, and the glass will be keyed to that time. The time specified is given in terms relative to the time the glass is made, so that one could specify "10,000 years in the past," but not "825 B.C." Then, 98 pieces of expensive colored glass must also be enchanted, requiring 1 point of normal POW (this is regained normally) each, and they must be fitted into a mosaic of the proper geometrical relationships with the viewing glass at the center. The glass will start out



View Through the Scrying Window

showing the site it is placed at, but at whatever time has been specified. The viewing site may be moved by spending one point of temporary Power per 100 miles or fraction thereof moved.

This glass has obvious limitations. For example, a given scene may be viewed no more than once, for as time passes in our world, so it passes in the time being viewed. Also, the glass must be sighted in on an interesting site, or nothing can be seen. Currently, the glass is centered on a lab of the Old One. This lab is quite active, and the Old Ones there have been making at least one shoggoth a month for the last four years (ever since Freygan found the site). This scrying glass is tuned to one hundred million years in the past.

There is a danger associated with scrying windows. Any being that is viewed has a chance equal to its POW minus 20 or less on 1D100 of realizing that it is being observed. They could then cast a spell through the window, including a Summon or Call spell which could be cast so as to summon a monster to appear on the side of the window with the observer. Using the scrying glass costs the viewer 1D3 points of SAN per session, in addition to any SAN loss for viewing obscene creatures. POW need only be expended if the location of the window's scene is changed by the viewer.

8 The Chemistry Lab – This lab is integral to the proto-shoggoth creation process. At first glance, it appears to be a counterpart of the chemistry lab in the asylum. If, however, the bottles of chemicals are checked and the labels read, the room will seem more like an alchemist's workshop than a chemistry lab. There are such items as mummy dust, corpse tallow, witch's blood, myrrh, salamander bile, and star of mercury. There is a chance that any rare ingredient needed for magical operations or alchemical works will be found in the storage cabinets. If an investigator seeks for such, the keeper should determine his chances of finding any such item, as well as the quantity found. In one locked cabinet are four glass vials: proto-shoggoth catalyst, cellular accelerator, mood flattener, and cellular solvent, respectively. Each vial contains four doses of chemical inside, except for the mood flattener, which contains only two doses.

9 Transformation Equipment and Storage Tanks – This rather large collection of equipment is the heart of Freygan's proto-shoggoth creation process. It partially consists of a series of capacitors and electrical control banks and centers around a bathtub-like vat. There is a parabolic mirror above it, and a series of metal tanks at its head. One of these containers is much larger than the rest, and actually contains the current proto-shoggoth material.

After a victim has been strapped into the vat and injected with various fluids, power is sent to the parabolic mirror, and electrical bolts charge into his body. Simultaneously, and carefully timed, acids and solvents are poured into the vat from the containers at the vat's head. The whole is left to sizzle and react, and after several hours, the corpse is lowered into the large tank at the vat's head, to combine with the seething proto-shoggoth tissue already there. The mass of tissue in the large tank consists of the first five victims of Freygan. This mass has no intelligence, but if released, will hump up and lurch about the room, trying to attack and crush anything living it sees (with the deformed eyes scattered here and there across the body).

Proto-shoggoth matter

STR 35 CON 23 SIZ 30 POW 12
DEX 3 HP 27

WEAPONS: Crush 100%, 6D6 damage
Fist/Punch 50%, 1D3+3D6 damage
Kick 25%, 1D6+3D6 damage
Bite 40%, 1D4 damage

NOTE: This proto-shoggoth will either crush or attack with one bite, one kick, and one punch in each round. If it does not crush, it can attack up to three foes with its three attacks. It will crush if injured badly (if half or

more hit points are gone), or if there is but a single opponent. Otherwise, it will use its basic three attacks. It takes only minimum damage from all attacks against it, and can regenerate 2 points of damage each round until slain.

The equipment here for creating proto-shoggoth tissue can be rendered non-functional for at least a day if 10 or more points of damage are done to it or destroyed completely if 60 or more points of damage are done. Anyone moronic enough to climb into the vat and turn on the apparatus without first being injected with the series of drugs will instantly and horribly die.

Dr. Freygan's Assistants

All belong to the inbred squatter tribe in the hills near Stonecrest. They are all insane and completely devoted to Freygan and the worship of their deity, Arwassa. They will defend Freygan and the asylum to the death; all look forward to one day being part of Arwassa's proto-shoggoth army.

Charity Ballow is a repulsive, coarse-skinned girl. Still, Freygan has trained her well in her duties. Each day from 8 to 5 she will be found at her desk taking care of the routine matters of the asylum. Night is spent in Freygan's den or fraternizing with one or another of the hospital staff. She always carries a stiletto in her purse.

STR 9 CON 16 SIZ 12 INT 14 POW 9
DEX 10 CHA 7 EDU 11 SAN 0 HP 14

SKILLS: Read/Write English 80%, Accounting 50%, Cthulhu Mythos 12%, Psychology 25%, Typing 90%, Move Quietly 75%, Fast Talk 45%, Oratory 35%

WEAPONS: Stiletto 45%, 1D4
Thrown Stiletto 35%, 1D4

Standish Schlecht is the hospital's handyman. He is strong and somewhat simple-minded. He has a receding jaw and forehead, with a large-pored skin and a sullen expression. He has a natural affinity for machines. He is also an intuitional genius at non-Euclidean mathematics, and likes to practice basic interdimensional designs in his room using a box of spherical stones. His family thinks that he is a scion of the Silent Shouter itself.

STR 18 CON 15 SIZ 14 INT 6 POW 10
DEX 14 CHA 9 EDU 3 SAN 0 HP 15

SKILLS: Cthulhu Mythos 40%, Spot Hidden 60%, Drive Automobile 70%, Mechanical Repair 100%, Electrical Repair 75%

WEAPONS: Knife 40%, 1D6+1D6 damage
20-gauge Shotgun 35%, 2D6
.32 Revolver 30%, 1D8
Fist 70%, 1D3+1D6

Bristol Knegin is Freygan's right-hand man, and does most of the day-to-day work at the hospital, making assignments, dealing with the financial affairs of the hospital, and making arrangements with the mobsters who come to carry away the liquor. The full details on Dr. Freygan's run-running business is given in the section on the squatters' home. Bristol spends most of the day either in his office or running about the hospital, making sure that everything moves smoothly. At night, he usually sleeps in the staff lounge, unless a party is taking place, in which case he participates.

STR 13 CON 13 SIZ 13 INT 11 POW 8
DEX 10 CHA 9 EDU 10 SAN 0 HP 13

SKILLS: First Aid 70%, Psychology 20%, Move Quietly 40%, Bargain 35%

WEAPONS: .32 Revolver 40%, 1D8
Fist 65%, 1D3+1D6

Bettina Marston, the housekeeper, is an older woman and the image of the buxom housekeeper. She is the most normal-looking of all Dr. Freygan's help. She is a rather friendly, chatty-appearing lady. Anyone who watches her prepare a meal will notice an odd look on her face when she chops meat, as if she were enjoying it too intensely, or thinking of using the cleaver on someone.

STR 8 CON 16 SIZ 7 INT 11 POW 11
DEX 11 CHA 14 EDU 3 SAN 0 HP 12

SKILLS: Cthulhu Mythos 15%, First Aid 60%, Cook 85%, Oratory 50%

WEAPONS: Rolling Pin 65%, 1D6 damage
Cleaver 75%, 1D4+2 damage

Freygan's assistants are similar to each other and have the same basic attributes. There are four — two act as attendants for the inmates of the asylum while the other two assist Freygan in his underground lab. The two asylum attendants always carry short clubs with them, while the two underground lab assistants are armed with sawed-off 12-gauge shotguns. The underground assistants are detailed in the section describing the lab. The two asylum assistants are given below:

Farley Blaine

STR 10 CON 13 SIZ 9 INT 7 POW 9
DEX 12 CHA 10 EDU 7 SAN 0 HP 11

SKILLS: Cthulhu Mythos 25%, Spot Hidden 60%, Listen 70%, Move Quietly 70%

WEAPONS: Club 50%, 1D6 damage
Fist 65%, 1D3 damage

Grange Greer

STR 16 CON 15 SIZ 12 INT 5 POW 10
DEX 16 CHA 6 EDU 5 SAN 0 HP 14

SKILLS: Cthulhu Mythos 20%, Spot Hidden 50%, Listen 80%, Move Quietly 80%

WEAPONS: Club 50%, 1D6+1D6 damage
Fist 85%, 1D3+1D6 damage

THE SQUATTERS' CAMP

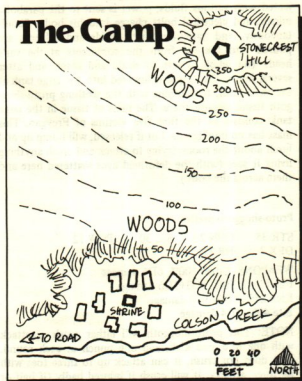
This camp is in an open area in the middle of the forest, near the foot of Stonecrest Hill. The hill is some 20 miles from the town of Greenwood and is about 2 miles from the nearest road. The only way to get to the camp is by hiking two miles along Colson Creek, which passes right beside the squatters' camp [see map].

The encampment consists of ten shabby, one-room shacks. Some of the squatters are descendants of the people of Farenfield, a town destroyed during the war of 1812 by British soldiers. Most are heavily inbred and all have zero SAN from their foul worship of Arwassa. Most of the shacks have illegal stills rudely camouflaged behind them.

If an investigator makes a successful Spot Hidden roll at the camp, he will see that one of the shacks is in much better repair than the rest. This is the holy shrine for the squatters' cult. If a close examination is made, the lintel of the door can be seen to be decorated with crude carvings of worms. Within this shack is a pile of rotted cloth and wood, remnants of Farenfield's destruction. Rusty swords and a number of small stones with thongs for wearing around the neck are buried in this pile. These are cult recognition symbols for the squatters' worship. They are rarely used now, as all nearby cult members know each other by sight. There are two items in this mess which are truly valuable; the first is a leather sack containing \$10,000 worth of antique gold coins which Freygan is saving for later operations. The other is a handwritten copy of the *Phakotic Manuscripts* translated into classical Greek. This manuscript is so old and worn that anyone handling it must roll under his DEXx3 or it will crumble to pieces in his grasp.

One wall of the shack is arranged with several peaks and hollows, and inscribed with carved lines. This is a gate which leads to Freygan's underground lab. If a character inspects it carefully, he must attempt a Luck roll. If he succeeds, the wall will suddenly seem to swirl and pulse for a moment, then return to normal. If he then makes a successful Cthulhu Mythos roll, he will be able to understand that the wall is a gate to elsewhere, and he will also know how to pass through the gate (which takes a point of POW and a point of SAN). He may try to explain the process to others, but they must still make their Cthulhu Mythos skill roll to succeed in understanding how to pass through the wall.

In the encampment live 32 people, 14 rather old men, 8 women, and 10 children. These, together with their kin at the asylum and the underground lab comprise the entire squatter tribe. The holy shrine is comparatively clean,



but the rest of the camp is a squalid mess. The interiors of the other shacks are covered with filth.

The squatters make their living by hunting, thieving, farming, and brewing illegal liquor and selling it to gangsters from Portland. The liquor is poured into large barrels and these are rolled through the gate in the holy shrine into the underground lab. They are stored in the lab overnight, and then rolled from the lab through the gate into Dr. Freygan's basement lab. In the night, mob-owned trucks drive to Dr. Freygan's lab, load the jugs of liquor, and depart. No shipments of liquor are ever seen being transported to the asylum, since it comes by gate; the squatters brew their moonshine far from roads, for safety, and still easily transport it to paying customers; the liquor can be stored in a spot completely inaccessible to the prying eyes of federal agents; and Dr. Freygan gains an excellent supplement to his income. Most of the money given to Freygan by the gangsters goes to fixing up his laboratory and preparing for his proto-shoggoth army, but some is given to the squatters in need.

MEETING THE SQUATTERS

When the investigators arrive, they will find the squatters to be a sullen, dirty folk. If an Anthropology or Diagnose Disease roll is made, the investigator will see that they are inbred almost to the point of imbecility. The squatters answer all questions as tersely as possible, and will not talk unless given a direct question. If asked how he supports himself, one will reply, "hunt, farm, trap and fish a little." If asked about Stonecrest Hill, he will not talk about it. If pressed, any squatter will tell the investigators to leave Stonecrest alone, as "it b'longs t' us, and no one else c'n have it." If the investigators state they are going up to look at the hill, the squatters will not care. Only if they are pressed for information will they become upset.

If the investigators ask for the leader of the camp, they will be taken to an old man, Pleasant Marston. He will answer most basic questions about the band, such as whence they are from ("we's always bin here"), whether they know of Freygan or ever heard of Farenfield ("naw" to both questions). He will deny that they are anything but simple hill folk. Pleasant is actually the next in line after Dr. Freygan as ruler of these people. If the investigators give any obvious sign that they know about the Great Old Ones, Pleasant will make an arcane reference to them in speech, (something like, "Y'know, thet moon tonight looks about as dim as it cud th' day thet ol' Shoob Niggerat's gone to crack that lens wide open.") An investigator must roll under his Cthulhu Mythos skill to reply appropriately ("Yes sir, it does. And I think that That One hidden past the ice city in Leng could overlook the world in the same way that that cloud seems to be moving across the sky.") If the investigators do not make an appropriate reply, Pleasant will order them to leave, or regret it, and will later inform Freygan about the strangers who came asking questions. If the investigators do reply appropriately, Pleasant will tell them that the squatters have found Arwassa, the Silent Shouter of the Hill.

If the investigators can convince Pleasant that they are willing converts, he will welcome them, show them the items within the holy shrine and invite them to partake in their next ceremony, at the full moon. To convince Pleasant that they would be willing converts, the investigators

will certainly have to visit him at least several times, over a period of a week, and basically go undercover. In addition, each investigator trying to become accepted as a cult member must make both an Occult roll and a Cthulhu Mythos roll some time during this spy activity.

If the investigators try to force their way into the holy shrine, Pleasant will become violent. This is the only action which can cause the apathetic squatters to attack the party members. Two of the old men have guns, while Pleasant keeps a shotgun hidden in the holy shrine. All the other men and women (but not children) of the camp will attack the investigators and try to tear them apart with their bare hands. When the squatters attack they will seem to lose their relationship to humanity, foaming at the mouth, and scrabbling on all fours. Seeing the squatters assault in such an animalistic way forces a SAN roll on the investigators. Failure costs 1D3 SAN points. The squatters will fight until the death.

If the fight goes badly for the squatters, Pleasant will go to the holy shrine and use the gate to go to the underground lab and summon reinforcements — the two armed assistants stationed there. If Pleasant is dead, another old man will do this. If they are still losing after these reinforcements have arrived, one of the lab assistants will use the gate to reach the underground lab and go thence to the asylum, getting Freygan to aid them. If Freygan feels it is necessary, he may even release the proto-shoggoth from its vat and herd it through the gate to attack the investigators. Freygan is not confident in his chances to recapture the creature once released, so he will only bring it if he believes it is necessary. In any case, when Freygan appears, the squatters will fall to their knees and start chanting "Arwassa, Arwassa, min yath m'lath N'har." Freygan will try to crush the investigators, rather than beat them to death, so that their bodies can more easily be used for proto-shoggoth tissue.

Pleasant Marston

STR 6	CON 12	SIZ 12	INT 8	POW 18
DEX 8	CHA 13	EDU 9	SAN 0	HP 12

SKILLS: Cthulhu Mythos 60%, Occult 50%, Distil Liquor 90%, Mechanical Repair 50%, Camouflage 40%, Hide 55%, Move Quietly 45%, Oratory 40%

WEAPONS: 12-gauge shotgun 55%, 4D6 damage

Squatter Elders

Elder One

STR 8	CON 11	SIZ 11	INT 7	POW 14
DEX 11	CHA 10	EDU 6	SAN 0	HP 11

SKILLS: Cthulhu Mythos 30%, Occult 50%, Distil Liquor 90%, Hide 40%, Move Quietly 50%

WEAPON: .22 rifle 50%, 1D6+2 damage

Elder Two

STR 8	CON 11	SIZ 11	INT 7	POW 14
DEX 11	CHA 10	EDU 6	SAN 0	HP 11

SKILLS: Cthulhu Mythos 30%, Occult 50%, Distil Liquor 90%, Hide 40%, Move Quietly 50%

WEAPON: .22 rifle 50%, 1D6+2 damage

Squatter Menfolk**Man One**

POW 10 DEX 10 Fist 70%, 1D3 damage
Hit Points 10 Kick 30%, 1D6 damage

Man Two

POW 10 DEX 10 Fist 70%, 1D3 damage
Hit Points 10 Kick 30%, 1D6 damage

Man Three

POW 10 DEX 10 Fist 70%, 1D3 damage
Hit Points 10 Kick 30%, 1D6 damage

Man Four

POW 10 DEX 10 Fist 70%, 1D3 damage
Hit Points 10 Kick 30%, 1D6 damage

Man Five

POW 10 DEX 10 Fist 70%, 1D3 damage
Hit Points 10 Kick 30%, 1D6 damage

Man Six

POW 10 DEX 10 Fist 70%, 1D3 damage
Hit Points 10 Kick 30%, 1D6 damage

Man Seven

POW 10 DEX 10 Fist 70%, 1D3 damage
Hit Points 10 Kick 30%, 1D6 damage

Man Eight

POW 10 DEX 10 Fist 70%, 1D3 damage
Hit Points 10 Kick 30%, 1D6 damage

Man Nine

POW 10 DEX 10 Fist 70%, 1D3 damage
Hit Points 10 Kick 30%, 1D6 damage

Man Ten

POW 10 DEX 10 Fist 70%, 1D3 damage
Hit Points 10 Kick 30%, 1D6 damage

Man Eleven

POW 10 DEX 10 Fist 70%, 1D3 damage
Hit Points 10 Kick 30%, 1D6 damage

Man Twelve

POW 10 DEX 10 Fist 70%, 1D3 damage
Hit Points 10 Kick 30%, 1D6 damage

Man Thirteen

POW 10 DEX 10 Fist 70%, 1D3 damage
Hit Points 10 Kick 30%, 1D6 damage

Man Fourteen

POW 10 DEX 10 Fist 70%, 1D3 damage
Hit Points 10 Kick 30%, 1D6 damage

Squatter Womenfolk**Woman One**

POW 10 DEX 11 Fist 60%, 1D3 damage
Hit Points 8 Kick 40%, 1D6 damage

Woman Two

POW 10 DEX 11 Fist 60%, 1D3 damage
Hit Points 8 Kick 40%, 1D6 damage

Woman Three

POW 10 DEX 11 Fist 60%, 1D3 damage
Hit Points 8 Kick 40%, 1D6 damage

Woman Four

POW 10 DEX 11 Fist 60%, 1D3 damage
Hit Points 8 Kick 40%, 1D6 damage

Woman Five

POW 10 DEX 11 Fist 60%, 1D3 damage
Hit Points 8 Kick 40%, 1D6 damage

Woman Six

POW 10 DEX 11 Fist 60%, 1D3 damage
Hit Points 8 Kick 40%, 1D6 damage

Woman Seven

POW 10 DEX 11 Fist 60%, 1D3 damage
Hit Points 8 Kick 40%, 1D6 damage

Woman Eight

POW 10 DEX 11 Fist 60%, 1D3 damage
Hit Points 8 Kick 40%, 1D6 damage

STONECREST HILL AND THE SHRINE

Stonecrest Hill is a knoll about 350 feet tall. The crest of the hill flattens and there is a triangularly-shaped stone cairn on top. This is the place where indian shamans first chose to summon their dark god, and where the indians taught the by then mostly pagan folk of Farenfield the worship of the Great Old Ones.

When he appears, during the monthly ceremonies of the squatters, Arwassa appears as a giant, inhuman shape, sprouting four giant tentacles in place of limbs. Arwassa can attack with all four tentacles, due to the fact that he is not affected by gravity, but hovers in the air. This creature is headless. The neck opens into a giant toothless maw some eight feet across which continually yawns as through screaming. Although humans can hear nothing, all animal life for miles round begins an exodus from the area, as though unheard noise was terrifying them. This rush of animal life first attracted Dave Bowen and Albert (God-Bespoke) Johnson here, much to their regret. Arwassa speaks to his followers by telepathy. If any of the investigators are with the squatters, posing as cultists, they will be attacked immediately by Arwassa. If they watch from a distance, they will be relatively safe, but if the squatters find them, they will be captured for Freygan to use in his experiments.

The Silent Shouter of the Hill — Arwassa

STR 50 CON 50 SIZ 100 INT 26 POW 35
DEX 19 Move 12 flying HP 75

WEAPONS:

Tentacles (four attacks per round) 120%, 4D6 damage
Swallow (only target held by tentacle) 100%, victim completely dissolved and destroyed

NOTES: Seeing Arwassa costs 1D100 points of SAN unless a SAN roll succeeds. Even if it succeeds, the viewer must lose 1D10 points of SAN. In addition, each five minutes a human stands within a kilometer or so of Arwassa's inaudible howling, he will automatically lose a single point of SAN.

At Arwassa's worship services, chickens, dogs, pigs, and lambs (all stolen) are flung into his mouth. In addition, each month at least one human is sacrificed to him in the same manner. This presents a constant drain on the squatters' resources, and they have been forced to go to great lengths to provide sacrifices for Arwassa. They have been doing this for almost a hundred years, and are experts — no one has even a suspicion that they engage in human

sacrifice, and the first inkling that the investigators should get of this is when they actually witness a ceremony.

They have several sources for their victims, who are always brought into camp on the night of the sacrifice, so that there is as little chance as possible that they will escape. One source, which is used only in emergencies, is Dr. Freygan's hospital — he has on several occasions pretended to discharge people and actually delivered them to the squatters. He dislikes doing this, and would much rather use his people for raw proto-shoggoth material. Many young people of the squatters move away from town, and they, true to form, usually go into criminal endeavors. These people with their mob connections can often bring other gangsters marked for a "hit" or kidnap individuals for the sacrifice. Such victims are usually brought on the same trucks that depart with the liquor, and are transported to the squatter village via the inter-dimensional gates in the basement. The squatters sometimes send out kidnapers into neighboring counties to kidnap derelicts, loners, and similar people. They never nab victims from the same county they live in, to avoid suspicion. If all else fails, they will choose one of their own as a sacrifice, usually a senile man or a bewildered child.

The Mauretania

*A relaxing, high-society cruise
across the Atlantic on the most luxurious passenger liner in the world.*

INTRODUCTION

Occasionally investigators come up against something far too dangerous to handle, and almost too dangerous to let go. If that something discovers the investigators, and that they have been meddling in its affairs, even the most staid character may say, "I hear the south of France is lovely this time of year!" In *Call of Cthulhu*, escape, as far and as fast as possible, is often the best choice. This chapter provides some transport.

In order to give the keeper enough background to run an adventure for a six game-day period in a closed environment, the first part of this piece is information about the ship itself. Glimpses of the vessel, crew information, and data on day-to-day life on the ship have been provided to establish the tone of the adventure. There is a section devoted to common knowledge — the costs to the characters, the forms of entertainment to be had, ship's rules of conduct, and so on.

The player's information section serves to introduce the group to the setting, and to some of their fellow pas-

THE MAURETANIA

In the 1920's, there was no more popular pastime among the well-to-do than travel. And there was no more glamorous and fashionable way to travel than on the great ocean liners. Socialites shuttled between Europe and the United States by means of these queens of the sea. The relatively inexpensive second and third class accommodations allowed the less-wealthy to cross the Atlantic in comfort. And for the poor who needed to get home, or away, there was always steerage.

A magnificent liner of the day was the Mauretania. This monument to luxury was built with every comfort and convenience. She, and her sister ship, the Lusitania (sunk during World War I), were landmarks of oceanic travel, the largest, fastest, and by far the most luxurious ships afloat.

First class passengers were treated to wood-paneled staterooms, spacious and well-appointed lounges and smoking rooms, live chamber music, and stewards seeing to every need. Second and third class passengers enjoyed many of the same services, but on a lesser scale. Steerage class was, as on most ships, crowded, uncomfortable, and cheap.

The dream of everyone was to occupy a suite of rooms on the Boat Deck of the Mauretania, relaxing on the cruise between wild New York and stately London.



Lounge of the Mauretania — with Unwelcome Guests

SHIP'S DATA

Length — 790 feet
 Width — 88 feet
 Displacement — 45,000 tons
 Height (from the waterline) — 80 feet
 Average Speed — 25 knots
 Turbine Horsepower — 68,000
 Crew — approximately 850
 Passengers — 500 first class
 500 second class
 1,300 third class

sengers. The keeper's information relates just how the personalities and events aboard the ship affect the investigators, detailing the major non-player-characters, their motivations and secrets, and how they interact with each other. A menu gives the course of action for the cruise. Finally are listed all the books, magic items, and spells that the investigators could encounter.

Call of Cthulhu is a demanding game for both players and keeper. There are no random events tables, stock magic items, nor pre-rolled encounters to fall back on. The scenarios are stories, and must be told with imagination, suspense, color, and care. Therefore when running the adventure outlined here, the investigators may not be interested in getting involved in the events of the voyage.

If a relaxing six-day cruise is all they want or can handle, don't force action on them. Use the information herein to give the trip an authentic flavor. Your group can begin probing the dark mysteries of the void when they arrive at their destination.

But if they are anxious to come to grips with Cthulhu's minions wherever they find them, those evil sorts are here for the finding.

Enjoy the cruise!

THE COST OF THE TRIP

The players should travel first class, for this best serves the purposes of the scenario. If they are absolutely destitute, perhaps they can find the cash or be given tickets by others desiring them to cross the Atlantic. The average stateroom on A Deck or Boat Deck costs \$400 per person, including meals and baggage allotment. Services not included in the cost of the ticket will be collected by the stewards at the end of the trip, before the passenger retrieves his baggage.

Investigators' Information

The gigantic Mauretania sits like royalty in New York Harbor, towering over the lesser ocean liners which surround her. The shipping agents, Cunard Lines, have ex-

partly transferred your baggage and reserved your state-rooms. Every detail has been looked after and every pain taken to ensure that your time aboard is pleasant and enjoyable.

You push your way through crowds of waving, smiling well-wishers as you approach the ship's gangway. Many here bid *bon voyage* to loved ones, while others just wish to glimpse the famous Queen of the Atlantic. At the bottom of the gangway a polite young man checks all boarding passes. You form up in line behind the other passengers waiting to go on, happy to be sailing first class on this luxurious vessel.

A bit in front of you, a superbly-dressed gentleman is mounting the gangway, guarded by a half-dozen large, brutish fellows. No one gets within arms' length of this haughty, aloof dignitary. One of the bodyguards scurries ahead and produces a handful of first class passes, and the rest of the group sweeps past the ticket-taker without breaking stride.

Following them is a small pear-shaped man. Fumbling in his pockets for his ticket, in his clumsy haste he drops the load of books he had under his other arm, and his glasses as well. The checker retrieves the books, while this nervous little man rifles absently through his coat in search. Ah, there, he has it; the line moves on.

Past they go: the rich, those who wish they were rich, shopkeepers on their first luxury cruise, the poor, all flowing up the gangways. A priest, head humbly bowed, waits to board. The Father looks quite ruffled, and he needs a shave, and certainly a haircut. What order lets its priests go out so shabbily?

Your turn comes. The nice young man takes your ticket and tells you that a steward will show you to your stateroom. For six days on the high seas, you'll enjoy everything this great ship has to offer, and then pursue adventure in Merrie Olde England or on the Continent.

BAGGAGE

First class passengers are allowed 20 cubic feet of baggage. All baggage must be labeled *stateroom* (no more than five cubic feet — about two medium-sized suitcases) or *hold*. Larger items (bicycles, machinery, etc.) must be taken to the Port Baggage Master, at additional costs of \$2.50 to \$10.00, by item size.

Most firearms are outlawed in the United Kingdom, and those brought on board must be taken on clandestinely (not too hard, but they will be confiscated if discovered), or packed in the hold. Hunting rifles and shotguns can be rented or purchased in the United Kingdom. The Port Master in Liverpool will hold firearms, and return them upon departure, or will ship them to some point outside the United Kingdom.

Please Make All Cheques Payable to the
Cunard Steamship Company, Ltd

Keeper's Information

The six days aboard the Mauretania could be the restful time a passenger would normally expect. But the players will be exposed to a few sinister happenings on board. It is up to the keeper how the events and encounters described here affect the investigators. If they seem not to want to get involved, then they can observe the antics of the non-player-characters;

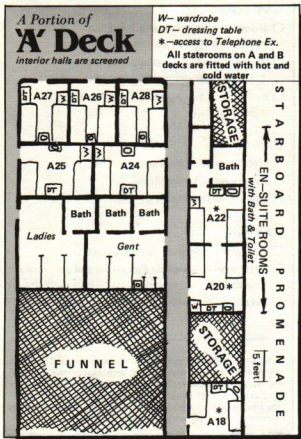
The finely-dressed gentleman with all the bodyguards is a Russian Count, one of the many surviving Romanovs, and with rather a clear claim to the Russian throne. He is returning to his native land via Poland in an effort to exploit the confusion during the Russo-Polish war, and re-establish the Czarist monarchy (futile, as it will turn out — the count is very misinformed). He will spend most of this trip planning and preparing for his coup. His thugs, who are always with him, speak no English, and fanatically follow the count's every command.

The priest and two companions are on board to see that the count never reaches Europe alive. They are assassins and will at some point make an attempt on the count's life. They are not experts, however, and (like the would-be czar) are doomed to failure.

The clumsy man who couldn't find his ticket is Professor Alvin M. Paterson, lately retired from Harvard University. He is versed in the fringes of the Cthulhu Mythos. During the trip he will give the party a chance to see the grim magic of the Elder Gods at first-hand. What he himself later sees will derange him and drive him to suicide.

Also among the passengers of the two upper decks is an insane killer. The horrible crimes he is destined to commit on the ship call to mind the not-to-distant-past London Whitechapel murders of 1888 (popularly-known as the Jack the Ripper killings) and the maniac who was never caught.

Three travelers from the small New England town of Arkham seem normal enough, but these men possess terrible and dangerous secrets about the Elder Ones. In Arkham they uncovered an age-old plot against humanity, and in a small way thwarted it. Now they are fleeing the wrath



SHIPBOARD ACTIVITIES

DAY ONE

- ☐ *Morning* — Boarding and associated details.
- ☐ *Afternoon* — Lunch; Exploration and Familiarization with the Mauretania. Notice or Meet Professor Fuda and his Students.
- ☐ *Evening* — Dinner at the Captain's Table. Meet the Prince; Meet or Notice Professor Paterson; and Notice the Skulking Priest

DAY TWO

- ☐ *Morning* — Ablutions and Breakfast
- ☐ *Afternoon* — Meet Malcolm Pinkum, Ship's Purser
- ☐ *Evening* — Observe and Flirt with Members of Opposite Sex

DAY THREE

- ☐ *Morning* — Ablutions and Breakfast. The Count's Shuffleboard Game. Assassination Attempt on the Count's Life
- ☐ *Afternoon* — Visit Cleaners. Professor Paterson Invites Investigators to Visions of the Glass
- ☐ *Evening* — See the Visions of the Glass

DAY FOUR

- ☐ *Morning* — Ablutions and Breakfast. Discover Remains of Professor Paterson
- ☐ *Afternoon* — Give Testimony at Inquest. Purser Goes Belowdecks for Cthulhu Ritual
- ☐ *Evening* — Eavesdropping Cthulhuoid Sailor. Masked Ball

DAY FIVE

- ☐ *Morning* — Ablutions and Breakfast
- ☐ *Afternoon* — Talent Show
- ☐ *Evening* — The Ripper Strikes

DAY SIX

- ☐ *Morning* — Ablutions and Breakfast
- ☐ *Afternoon* — Conclude Flirtations and get addresses
- ☐ *Evening* — Farewell Ball; Ripper Strikes Again

Each day the players will wish to do many things. The above events may be mandatory or not; their exact order and timing is up to the keeper. Days five and six, apart from the Ripper, should see the investigators dealing with or wrapping up the situations they have so far come across. Debarkation occurs on the morning of the seventh day.

of a dark brotherhood (perhaps the Hermetic Order of the Silver Twilight). Their destination is Jerusalem, where they hope to find help in stopping the menace which threatens their very souls.

There is a cabal of Cthulhu worshippers aboard. They are coal-shovelling crewmen, who live and work out of sight of almost everyone. The ship's purser, who is also a worshiper, leads them. By his position aboard ship, he can hire these degenerate creatures and shuttle them back and forth between the United States and Europe. He will not hesitate to use his power to remove anyone threatening his position, or anyone interfering with his cultists.

Final Notes

If the trip takes place in the winter, remember that the north Atlantic in that season is cold, and rough. Anyone venturing onto the Promenade risks illness. Are any of the investigators prone to seasickness? Failing to succeed on a CONx5 roll on D100 means that the character will be incapacitated for 1D3 days. (All skills cut in half during that time.)

Please read the entire scenario before running it. Most of the non-player-characters interact in some way. Become familiar with their motivations and stories first, then spin the tale.

Count Mikhail Andreevich Kurosov

The count has substantial claim to the vacated Russian throne by virtue of a blood connection to the Romanov czars. He also has a huge personal fortune. His ostensible reason for travelling to Europe, if he is asked, is a sight-seeing tour. In reality, he is returning to Russia courtesy of the Polish government, much as Lenin came home with the help of Germany. He hopes to exploit the confusion and chaos of the Russo-Polish war, which has all but paralyzed the central government of the Soviet Union. Using all his wealth and power, he hopes to begin a revolt that will topple the Soviet government. Then he will make his claim as the regent of the Czar, calling the discontented and the monarchists to his banner. This mission is top-secret.

He speaks fluent French; his English is heavily-accented, but understandable. He is not easy-going; his bodyguards will intercept strangers who approach him for no apparent reason. The count is always well-dressed, fastidiously-mannered, and a bit condescending in conversation.

The count has brought with him six personal servants (bodyguards), all of whom are big, well-armed, alert, and suspicious. At least two of them accompany the count everywhere he goes. None of the bodyguards speak English. All are completely loyal to the count, and would instantly kill at his command.

The count also is served by a personal valet, a (male) secretary, and a food taster. He has with him in cash some \$100,000 American dollars, as well as 30,000 British pounds, to take care of travel expenses. Letters of credit to Swedish and Polish banks will fund the projected revolution.

Count Kurosov is staying in Deck A suite A20, 22, and 24. His suite contains a wall safe, in which he keeps papers a small amount of cash (the rest is with the purser), and a line to the Telephone Exchange. He is never armed.

Count Mikhail Andreevich Kurosov

STR 9 CON 10 SIZ 10 INT 13 POW 10
DEX 12 CHA 14 EDU 16 SAN 50 HP 10

SKILLS: Speak French 80%, Speak Russian 90%, Speak English 40%, Psychology 40%, Credit Rating 95%

BODYGUARDS

All the count's bodyguards have the skill of Block. This skill is used to block a third individual's shot or blow at the count. If the bodyguard can see an assassin aim a gun at the count, or jab with a knife, he will attempt to hurl his body between the intended attack and the count. If he succeeds in his Block skill roll, and he was within 10 feet of the count, then the bullet or blow lands on him instead of the count.

Bodyguard One

SAN 50 DEX 12 Hit Points 16

9mm automatic in shoulder holster 45%, 1D8+2 damage
Fist 70%, 1D3+1D6 damage

SKILLS: Spot Hidden 60%, Listen 60%, Block 60%

Bodyguard Two

SAN 50 DEX 12 Hit Points 16

9mm automatic in shoulder holster 45%, 1D8+2 damage
Fist 70%, 1D3+1D6 damage

SKILLS: Spot Hidden 60%, Listen 60%, Block 60%

Bodyguard Three

SAN 50 DEX 12 Hit Points 16

9mm automatic in shoulder holster 45%, 1D8+2 damage
Fist 70%, 1D3+1D6 damage

SKILLS: Spot Hidden 60%, Listen 60%, Block 60%

Bodyguard Four

SAN 50 DEX 12 Hit Points 16

9mm automatic in shoulder holster 45%, 1D8+2 damage
Fist 70%, 1D3+1D6 damage

SKILLS: Spot Hidden 60%, Listen 60%, Block 60%

Bodyguard Five

SAN 50 DEX 12 Hit Points 16

9mm automatic in shoulder holster 45%, 1D8+2 damage
Fist 70%, 1D3+1D6 damage

SKILLS: Spot Hidden 60%, Listen 60%, Block 60%

Bodyguard Six

SAN 50 DEX 12 Hit Points 16

9mm automatic in shoulder holster 45%, 1D8+2 damage
Fist 70%, 1D3+1D6 damage

SKILLS: Spot Hidden 60%, Listen 60%, Block 60%

Valentin, Kolya, and Mikhail, Bolshevik Assassins

These three bolsheviks know of the count's mission, and they have come to kill him. Their leader is Valentin, who has been disguised as a priest from the start of the trip. They are staying on Deck E, cabins 14, 15, and 17. Valentin, as the priest, is rather conspicuous the first day. On

later days he will have a more polished appearance; his dress gains him access to all decks without question. He will spend most of his time reading at strategic points on ship, watching the count's movements, and planning the actual assassination. The other two assassins stay on the lower decks where they belong, until it is time to kill the count. They speak poor English and, of course, good Russian.

Valentin is armed with a hand grenade, a .32 revolver with one empty chamber, and a long knife strapped to his leg. The others have .32 revolvers and knives strapped to the insides of their left forearms. Their cabins are empty except for clothing, a 50-round box of .32 ammunition, false papers, a copy of *Bolshevisheskie Revolyutsionnye Kampanie* (*Bolshevik Revolution [Military] Campaigns*), and their tickets.

These would-be assassins are not particularly competent, but are serious about their task; the count's bodyguards will spot obvious imposters at once and take appropriate steps with or without the aid of the Mauretania's captain and crew. Valentin, Kolya, and Mikhail are foredoomed to failure.

Valentin

STR 10 CON 11 SIZ 8 INT 12 POW 7
DEX 12 CHA 9 EDU 13 SAN 30 HP 10

WEAPONS: .32 revolver 30%, 1D8 damage
long knife 40%, 1D4+2 damage

SKILLS: Speak English 30%, Throw 55%

Kolya

STR 11 CON 9 SIZ 10 INT 10 POW 10
DEX 9 CHA 8 EDU 12 SAN 55 HP 10

WEAPONS: .32 revolver 30%, 1D8 damage
knife 35%, 1D6 damage

SKILLS: Speak English 30%

Mikhail

STR 10 CON 12 SIZ 11 INT 15 POW 9
DEX 11 CHA 6 EDU 11 SAN 43 HP 12

WEAPONS: .32 revolver 35%, 1D8 damage
knife 25%, 1D6 damage

SKILLS: Speak English 30%

Professor Alvin Morley Paterson

The professor is a small, round, unkempt man with white hair. His clothes are wrinkled, and he always needs a shave. He is prone to sea-sickness, so the first day of the trip he will be miserable. This means that if any of the investigators approach him, he will be unfriendly, especially if they invite him to dinner or otherwise mention food. Once over his sea-sickness, he will prove to be an interesting person.

He has just recently retired as professor of European History at Harvard, spending much of his life in solitary academic pursuits. Now he looks forward to seeing the world. He is touring with the money he has saved. First, he intends to visit his cousin in London. He will then take in Europe at a leisurely pace, then move on to the Near East. His stateroom is A27, on Deck A.

He is familiar with the Cthulhu Mythos. If any of the investigators wear items connected with the Elder Gods, or are noticed by the professor as reading some of the books of the mythos, he will take an interest. At some point, the investigators will notice him reading his copy of *Nameless Cults* (Golden Goblin edition) in the lounge. He has a working knowledge of the mythos, and even knows some spells. He has an academician's attitude toward it, though, and will discuss it only as an ancient pagan religion.

He has three books with him: *Cthulhu in the Necronomicon*, *The Zanthu Tablets*, and *Nameless Cults*. He also has the sorcerous Glass of Mortlan, and the brazier needed to evoke it.

Professor Paterson

STR 7 CON 4 SIZ 9 INT 16 POW 13
DEX 9 CHA 12 EDU 21 SAN 35 HP 7

SKILLS: Read Arabic 75%, Occult 35%, History 95%, Cthulhu Mythos 39%

SPELLS: Enchant Brazier, Conjure Glass of Mortlan, Vooish Sign

Malcolm Pinkum, Ship's Purser

The purser is a large, outwardly good-natured man, but will leave disquieted anyone who meets him. He tries to leave the impression that he is stupid, but a successful Psychology roll will see through that. He prefers to remain in the background, and will at times surreptitiously tour the ship.

Casual investigation reveals that he often disappears from the ship for hours, or even days at a time during trips. This behavior is tolerated by the captain; it is thought that the captain puts up with such strange behavior because Pinkum is a talented officer. But, this is not so; the captain remains silent because the blackmailing Pinkum has damaging evidence against him, implicating him as a German spy during the Great War.

The pendant he wears around his neck is the same as the cultist crewmen wear. He is always armed, and will not hesitate to use extra-legal actions against the investigators if he needs.

Malcolm Pinkum

STR 9 CON 7 SIZ 17 INT 13 POW 17
DEX 12 CHA 11 EDU 15 SAN 0 HP 12

SKILLS: Know Ship 90%, Spot Hidden 40%, Move Quietly 45%, Hide 55%, Cthulhu Mythos 59%

WEAPON: .38 revolver 35%, 1D8+2 damage

SPELLS: Contact Cthulhu, Summon Dimensional Shambler, Bind Dimensional Shambler, Curse of the Stone

Professor Felix Fuda

The professor teaches Medieval Metaphysics at Miskatonic University in Arkham. He is an intellectual, though his involvement in the dark side of his studies has brought out his more active qualities. Usually he will not have too much to say, but when he does speak, it will be to ask incisive and relevant questions, or to silence one of his students if he feels they are being too talkative or are revealing too much.

He carries a small derringer in his coat pocket. He keeps his copies of *The Key of Wisdom* and the *Clavis Solomon* in his stateroom.

Fuda and his two students, Hargrove Thorpe and Richard Bloch, are deeply involved with the dark side of the mythos. The three of them hail from Arkham, and there they recently uncovered an ancient brotherhood of evil sorcerers who, through their foul spells, have gained immortality. They foiled a scheme of this brotherhood only to find out that they were far stronger than the professor and his students had first dared to believe. The trio is now headed to Jerusalem to consult some arcane works available only there. They hope to learn enough to end the evil menace, and incidentally save themselves from the revenge of the brotherhood.

It is possible that Fuda or one of his students will tell the investigators the full truth. First, though, it will be necessary for the investigators to gain their trust.

Professor Fuda

STR 10 CON 9 SIZ 8 INT 18 POW 13
DEX 12 CHA 12 EDU 18 SAN 45 HP 9

SKILLS: Read Latin 85%, Read German 60%, Read Magyar 80%, Cthulhu Mythos 52%, Library Use 75%, Occult 50%, Hide 70%, History 85%, Debate 30%

WEAPON: .45 derringer 30%, 1D10 damage

SPELL: Contact Nyarlathotep

Hargrove Thorpe

Hargrove is a college student, and looks it. He wears his sleek hair in the latest style, uses the latest slang, and is confident and well-dressed. A well-built young man, he sports a fashionably trim moustache. Friendly and outgoing, he converses easily. If asked, he will say that he is travelling to London as part of his Master of Arts in Comparative Literature, accompanied by his teacher professor Felix Fuda and a fellow student, Richard Bloch. The three of them often sit together in the lounge or on the promenade, weather permitting.

Hargrove always carries a slim .22 automatic since his recent experiences. He wears a small clay pendant around his neck, about the size and shape of a quarter, inscribed with an Elder Sign. It does little good there in the case of a direct attack, but he can hang it over an opening to block passage to various arcane sources. Sewn in the lining of his coat is the enchanted knife (described elsewhere). This was stolen from the brotherhood, and would be very valuable to any worshiper of the Old Ones.

Hargrove Thorpe

STR 11 CON 15 SIZ 12 INT 13 POW 13
DEX 7 CHA 14 EDU 12 SAN 56 HP 14

SKILLS: Read Arabic 30%, Read Greek 25%, Occult 20%, Cthulhu Mythos 24%, Listen 65%, Hide 70%

WEAPON: .22 automatic 40%, 1D6 damage

Richard Bloch

Richard is the third of the Arkham trio. He is a big, strong boy, and very imaginative. His favorite sport at school is lacrosse, but his favorite topic of conversation is pulp

fiction. Because he is very suggestible, all communication skills have a +10% chance for success with him. He can be quick to anger, and if he thinks he is being made fun of he may even react violently. For this reason, one of his friends usually accompanies him when he goes around the ship. Richard is never without a double-barrelled .22 derringer since his experiences in Arkham.

Richard Bloch

STR 13 CON 14 SIZ 17 INT 13 POW 8
DEX 17 CHA 12 EDU 14 SAN 40 HP 16

SKILLS: Read Hebrew 35%, Anthropology 30%, Move Quietly 65%, Throw 65%, Cthulhu Mythos 05%

WEAPONS: Kick 45%, 1D6+1D6
.22 derringer 45%, 1D6

The Ripper

One of the Deck A passengers is a deranged murderer, who kills in the fashion of Jack the Ripper. His identity is left to the discretion of the keeper, and may even be one of the characters already described (except for Professor Paterson, who commits suicide before the Ripper strikes, and for Malcolm Pinkum, who would have been caught long before now if he committed slasher killings every trip). Two nights before the end of the trip, he will strike, going to Deck E, and selecting a female victim. Committed with a straight razor, the murder will be bloody and awful. A message will be left in blood on the wall:

CAN YOU STOP ME IN ONLY TWO DAYS?
THE RIPPER

The night before the ship docks, he will strike again, leaving this message:

I LOVE MY WORK

The Ripper has nothing to do with the machinations of the Cthulhu Mythos; he is a lone crazy. If the Ripper goes uncaptured, he will begin playing his trade in the port of origin. Hunting him down should provide an interesting adventure for the investigators.

The Other Passengers

The keeper always should be alert to ways to make the time spent on ship more interesting, by presenting different types of characters. Perhaps they could run into a con man trying to sell them swamp land in Florida, or perhaps get a plea from someone who has discovered the Cthulhu worship among the sailors. Keep such encounters varied, perhaps challenging different spectra of skills.

THE CREW

The Sailors – These are coal shovelers and menial laborers on shipboard. There is little chance that the party will encounter these men in other than the Cthulhu-worshipping Sailor event. Their duties have nothing directly to do with the passengers. Any seen will be at random.

The Engineers – These men operate and maintain the ship's machinery. As with the sailors there is little chance that the investigators will encounter or interact with them. It may be possible, through an appeal for help or through a bribe, to get one of these men to help appropriately.

The Stewards – The investigators will see their stewards daily. Stewards tend to passenger staterooms, laundry, meals, and anything else benefitting passenger comfort or convenience. Whether they are honest or bribable (to a large degree these men work for tips) is up to the keeper. Keep in mind that the ship's purser oversees them, and will quickly deal with overt violation of rules and regulations.

Telegraph, Telephone, and Lift Attendants – This is a semi-professional class of crewman. The same general rules of behavior apply to them as to the stewards.

The Ship's Purser – For passengers, he is the chief officer of the ship, responsible for everything concerning the safety and welfare of the passengers. He supervises the stewards, keeps order, sees to passenger valuables (the passengers are urged to leave their money, jewelry, and so on, in the purser's safe) and so forth. All complaints, comments, and special arrangements are made through his office.

EVENTS AND ENCOUNTERS

Meeting the Count

As soon as the ship passes beyond the three-mile limit, liquor will be served (the ship is now outside U.S. jurisdiction and Prohibition). At a formal dinner given for all Deck A passengers by the captain, the investigators first glimpse the count. Nobody knows exactly who he is, but talkative society matrons and verbose college boys may be overheard guessing that he is some royal muchness or other returning to Europe to get married. There should be no real way for the investigators to approach him then – that will come later. He will be tended to by his own servants. He has his own cook, and his food taster checks all his meals before he eats them.

This will be all that the investigators see of him for the next few days.

Noticing the Priest

Bring the priest to the notice of the party quickly. If nothing else, point out that he is always skulking around Deck A. A successful Psychology roll will reveal that something is not quite right about him. A little bit of detective work will disclose that he is a third-class passenger with a cabin on Deck E, and that he shouldn't even be on Deck A.

Each night he returns to Deck E, requiring a Move Quietly to follow him (if he were to hear a follower, he would go to the lounge and stay there all night instead) and meets with his fellow conspirators to discuss their plans (speaking in Russian). If accosted by the investigators, he will be unfriendly and uncooperative. If reported to the purser, he will admonish and told to stay out of first class, but out of respect for the cloth, the words will be gentle. He will not be searched. His fellows will still attempt the count's life.

Meeting Professor Paterson

Before the fourth day out, either the investigators will notice the professor reading *Nameless Cults*, he will overhear them talking about the title he is reading, they will get into a conversation over tea, or by some other method up to the keeper, they will become known to each other. After recovering from sea-sickness, he will be

friendly and eager for conversation. On the third day out, he asks the investigators if they care to see a demonstration of the magical arts of the unseen world. If they accept, and they should, the following will occur:

The Visions of the Glass

Incense smoke will engulf the investigators when they enter the professor's stateroom. Paterson will be seated cross-legged on the deck, with the *Zanthu Tablets* open before him. The Glass of Mortland is also sitting on the floor near the wall, with a candle in front of it; the candle light passes through the glass and onto the wall. The brazier gives off clouds of smoke. After asking the investigators to take seats, he tells them that they may ask to see any vision that the glass can produce, but, he warns, the resultant visions are not always what the viewers may want, for dark powers often control the glass.

The professor goes through the glass-awakening ceremony in a straight-forward, unmythical manner, more as though he were mixing chemicals than going through a magic spell. He often pauses to mutter to himself, leaf through the book, and mutter remarks like "that's very interesting," or "Oh, I see!"

If the investigators have a specific question or request, there is a 40% chance that they will witness something in the pool of light on the wall that relates to their query (it is, of course, up to the keeper as to exactly what appears). They may keep asking questions until the keeper rolls 41-00 on 1D100. Then, they will see the following:

The smoke in the room swirls about the candle. As the professor finishes the invocation, the pool of light reflected on the wall takes on shape and color. Slowly, an image forms and grows clearer, like a motion picture projected on the wall.

At first, the scene looks indistinct and blurry. The professor consults the text, mutters some words, adjusts the position of the glass or candle, and the vision grows clearer. If any of the investigators try to interrupt the ceremony by touching the glass, he will receive a severe electric shock, lose 1D3 points of SAN unless he succeeds in a SAN roll, and take 2D6 damage. The vision will also disappear.

The vision will clarify as a dimly-perceived mass of people dancing in unison. As the vision strengthens, far-off chanting will be heard — if the investigators have had dreams caused by the cursed stone pendant, they will recognize the sound. Vistas of vast ocean and starry void above it engulf first the dancers and then the entire vision. Very gradually, the monstrous outline of dread Cthulhu condenses from and takes command of the vision.

The professor now moves the glass from side to side feintly, evidently trying to lose the image, and the feeling of cosmic horror looms ever more distinct. The chanting grows louder and louder, and all present will feel that the now unutterably clear image of Cthulhu is searching time and space for them. The horrified professor will urgently try to dispel the image, but Cthulhu's alien intelligence is felt to grow even stronger, though at last his image fades from the wall.

Once the vision has died, the feeling of being hunted by Cthulhu will also slowly fade. All present now lose 1D6 SAN, whether or not a SAN roll is made.

The professor will be much perturbed. He will ask the party to leave without discussion, saying that he must investigate this thing more deeply in private.

The next morning the group will find a *Do Not Disturb* sign on the professor's stateroom door. All knocks and calls go unanswered. The door is unlocked, however, and slightly ajar. If the investigators enter, they will find that the professor has hung himself. The following note is taped to his dresser:

*I see too much!
I cannot go on, I am maddened
by the Things that lurk and wait.
They are waiting now.
Please give my personal effects to
my cousin Maurice in London, and
BURN my books in this room!*

Maurice Paterson at a London, England, address, is listed as next of kin on the professor's passport.

If a steward is brought to open the door, he will scream and run off to find a security officer. If the investigators don't try to take anything in the interval, all the possessions of the professor will be cataloged and held by the purser in his safe. All magical artifacts and arcane books will simply disappear.

The Attempt on the Count's Life

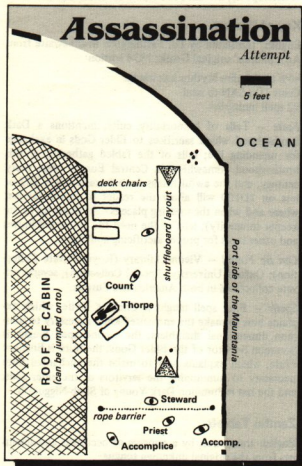
On the third day of the trip, the party will hear that a yacht is running beside the Mauretania's course. This is not unusual; the Mauretania is one of the wonders of the sea, and many passing ships close for a better look. Powerful binoculars resolve no flag on the yacht, and blinker and radio signals to it go unanswered even when it is no more than 4-5 miles distant. By order of a high official of Cunard Lines, a Russian noble has taken the entire shuffleboard court for his personal use this morning. (If it is winter, the indoor courts are used.) The captain, if asked, will be furious about this, and any first class passengers learning the secret will be livid at this unsocial arrogance: the fellow is among his peers; what more can he want? Finally, an investigator's Spot Hidden will reveal a priest strolling near the court and, if any of the investigators follow him around, he will be seen to exchange furtive hand signals and whisper to two other men when they cross paths.

At 11 a.m., the game commences. The count's food taster is his opponent, and the entire area is roped off with black velvet cording. The head steward controls who is admitted to watch. Only those obviously upperclass or personally known to him will be allowed to enter and observe; Fast Talk will not sway him, for the head steward has explicit instructions. Hargrove Thorpe (one of the Arkham trio) is already seated on the sidelines on a deck chair, sipping a clear drink.

The priest will be seen near the entrance, watching the closing yacht (now 500 yards distant) intently, occasionally checking his pocket watch. As soon as his two acquaintances arrive in the area, they will exchange a final signal, and then he will engage the head steward in conversation. As the steward shakes his head "no," the priest will reach into his tunic, producing a pistol. A sharp crack will interrupt the affable conversation on the courts, and the steward falls, clutching his chest. The priest jumps the

rope. While his partners begin firing with their revolvers, he flings a hand grenade at the count, shouting, "Die, dog of the oppressing class!" If the investigators do not save the day (the keeper should give them each an opportunity to consider doing so), Hargrove Thorpe will quickly grab a shuffleboard stick and whack the grenade over the side of the ship where is harmless explodes. By now the bodyguards will have begun to fire back at the Bolsheviks, who all will attempt to dive over the side. If they manage to do this, they will swim out to the yacht, which will pick them up long before the Mauretania can slow and return to capture the assassins. It is up to the keeper whether or not the count dies, and whether or not the bourgeois navies of the west catch up with the yacht.

If the investigators had a hand in saving the count, he will express his heartfelt gratitude, and invite them to his suite for lunch. Over an elaborately-prepared and elegantly-served meal, he will tell them that he now counts them among his few personal friends, and that if there is anything he can do for them to let him know. It is to the keeper to decide the extent to which the count's patronage affects the course of events. If the characters become too dependent on his help, he will drop them abruptly, for all his energies and resources must go to save Holy Mother Russia. He might provide letters of introduction to useful persons, or the use of a bodyguard for a day. On the sixth day of the trip, he will inform the group that he must prepare for his London arrival, and wishes not to be disturbed. The true nature of the count's mission may or may not become known to the players, at the keeper's discretion.



The Cthulhu Worshiper

The evening of the professor's suicide, when the investigators are together in a cabin, they will hear a muffled cough at the door. If they surprise the eavesdropper (the one who tries must succeed on a DEXx5 or less roll), they will find a sailor bent over, with his ear to the door. If they subdue him, they will find that he cannot or will not speak any English. Around his neck is a strange pendant, and in his pocket is a small stone tablet. If he gets a chance, he will escape to his gang, but by a round-about route, and following him will require one successful Track roll per deck. Once on Deck E, he will disappear through one of the doors marked *No Passengers Beyond This Point*, leading belowdecks. If the party is foolish enough to follow him there, they probably will become lost: as they blunder about in the dark, steamy ship's interior, they will be attacked by five knife-wielding sailors.

If the sailor is turned over to the purser, he will be put under guard. A deposition will be taken, but he will be released a few hours later. If the party has kept the pendant, a steward (under the purser's orders) will come to demand its return. If the investigators took the tablet, it will be left in their possession, so that they can suffer the consequences.

The sailor is a worshipper of Cthulhu. He and eleven fellows are from the South Pacific, and were specially hired by the purser, who uses the Mauretania to shuttle followers between Europe and the U.S.A., to further the hidden purposes of the cult. The sailors are wild: their quarters deep in the bowels of the ship. They have a crude altar set up, and the purser will sometimes help them get sacrifices. The other sailors shun them without knowing exactly why.

Eavesdropping Sailor

STR 14 CON 12 SIZ 10 INT 7 POW 10
DEX 8 CHA 7 EDU 3 SAN 0 HP 11

SKILLS: Shiphandling 50%, Sailing 50%, Cthulhu Mythos 10%, Listen 75%, Swim 90%

WEAPONS: Knife 60%, 1D6 damage

Assailants

Sailor One

STR 14 CON 10 SIZ 14 INT 8 POW 8
DEX 11 CHA 8 EDU 2 SAN 0 HP 12

SKILLS: Hide 50%, Move Quietly 50%

WEAPON: Knife 50%, 1D4+1D6 damage

Sailor Two

STR 14 CON 10 SIZ 14 INT 8 POW 8
DEX 11 CHA 8 EDU 2 SAN 0 HP 12

SKILLS: Hide 50%, Move Quietly 50%

WEAPON: Knife 50%, 1D4+1D6 damage

Sailor Three

STR 14 CON 10 SIZ 14 INT 8 POW 8
DEX 11 CHA 8 EDU 2 SAN 0 HP 12

SKILLS: Hide 50%, Move Quietly 50%

WEAPON: Knife 50%, 1D4+1D6 damage

Sailor Four

STR 14 CON 10 SIZ 14 INT 8 POW 8
DEX 11 CHA 8 EDU 2 SAN 0 HP 12

SKILLS: Hide 50%, Move Quietly 50%

WEAPON: Knife 50%, 1D4+1D6 damage

Sailor Five

STR 14 CON 10 SIZ 14 INT 8 POW 8
DEX 11 CHA 8 EDU 2 SAN 0 HP 12

SKILLS: Hide 50%, Move Quietly 50%

WEAPON: Knife 50%, 1D4+1D6 damage

If the party ventures belowdecks after the fourth afternoon of the voyage, they will encounter the purser and a number of sailors dressed in ceremonial garb. The purser leads a chant, and the sailors respond. They have their backs to the door. They are almost finished summoning a dimensional shambler. If the party kills the purser or otherwise violently disrupts the ceremony, the summoning will occur anyway, but no spell to control or bind the monster will have been cast.

If they interrupt the ceremony, when the creature appears, they must fight the horror or run. There is a strong chance that they will become lost in the belowdecks maze. The unbound thing will rip up the sailors for a few seconds, but before long it will come after the party. It is even possible that it will reach the main decks, terrorizing the ship for several hours before becoming bored and returning to its own planes of existence.

If the investigators don't kill or incapacitate the purser, he will smirk evilly when he becomes aware of their presence, and he will send the monster after them when it arrives. If allowed, he will complete the binding spell first. He will cast the Curse of the Stone if given the chance.

Dimensional Shambler

STR 17 CON 22 SIZ 23 INT 4 POW 12
DEX 7 Hit Points 23 Move 7 3-point armor

WEAPON: Claw 40%, 1D8+1D6

NOTES: Viewing a dimensional shambler costs 1D10 points of SAN if a SAN roll is failed. The shambler may attack twice a round, and can carry a victim off with them into another dimension.

MYTHOS BOOKS ABOARD THE MAURETANIA

Clavis Solomonis

Latin, authored by Olaus Wormius; 17th century edition

+3% to Cthulhu Mythos knowledge

Costs 1D8 SAN to read

x3 spell multiplier

Facts — Tells of calling and binding demons to one's will (with descriptions); mentions the vast mines and archives built this way; makes clear the need for complete preparations; hints at the location of a secret, hid-

den, demon-built library (the location is up to the keeper: the reader's player should have to make a successful roll D100 of INTx2 or less to figure it out); and warns of the awesome power of Azototim [Azathoth], lord and master of the demons.

Can Be Found — Miskatonic University Library; New York Public Library (Special Collection); Bibliothèque Nationale; Vatican Library (Core Collection); Jerusalem Archive.

Spells — First spell learned is Summon Nightgaunt; second is Summon Byakhee; third is Bid Nightgaunt; fourth is Contact Hound of Tindalos; and fifth and last is Bind Byakhee.

Cthulhu in the Necronomicon

English, authored by a Dr. Shrewsbury; 1901

+6% to Cthulhu Mythos knowledge

Costs 1D6 SAN to read

x1 spell multiplier

Facts — Explains Cthulhu's place in the mythos; tells of his wide worship among seafaring folk; warns that he is an alien monster from the stars, waiting for the right time to return and engulf mankind; delivers his messages in dream-form; his worshippers delight in bloody sacrifices.

Can Be Found — Several large university anthropology libraries.

Spells — The first spell learned is the Voorish Sign; the second is Contact Deep Ones (with solemn warnings not to attempt it); the third and last is the Elder Sign.

Key of Wisdom

English, translated by Dr. Farthington Braithwaite from Artrephonus' original Greek; 1834 edition

+6% to Cthulhu Mythos knowledge

Costs 1D8 SAN to read

x2 spell multiplier

Facts — Tells of immortality cults; mentions a Dark Brotherhood which sacrifices to Elder Gods in exchange for unending life; tells of the fabled gathering of this brotherhood somewhere in Central Europe once every century, and the awful things done there (a roll of INT or less on 1D100 will allow the reader to figure out just where and when the meeting place is — both are up to the keeper to specify); tells of the need for enchanted knives and other tools for proper sacrificing and magic.

Can Be Found — Vienna Library (Royal Private Collection); Oxford University (Special Collection); several private collections in both America and Europe.

Spells — First spell taught is Enchant Knife, which explains how to make the enchanted knife necessary to summon dimensional shamblers; the second spell taught is Summon Servitor of the Elder Gods; the third is Enchant Flute, which explains how to make the enchanted flute necessary to summoning the servitors of the elder gods; and the last is Summon Dark Young of Shub-Niggurath.

Zanthu Tablets

English translation by a quorum of occultists and scientists from the original unknown tongue

+3% to Cthulhu Mythos knowledge
Costs 1D6 SAN to read
x2 spell multiplier

Facts – gives history of ancient underwater lands ignorantly called Atlantis, Lemuria, or Mu; gives description and habits of the monstrous inhabitants of those lands; talks about various potent devices of them and their slaves, including the glass of Mortlan.

Can Be Found – Library of Congress "Z" collection; other, mostly private collections.

Spells – First spell learned is Enchant Brazier; second is Conjure Glass of Mortlan; third is Curse of the Stone; fourth is Contact Old Ones; fifth is Contact Spawn of Cthulhu; sixth is Contact Father Dagon or Mother Hydra; seventh is Contact Cthulhu; and eighth and last is Contact Cthonian.

Nameless Cults

English translation of Von Junzt's original German; Golden Goblin edition

+9% Cthulhu Mythos knowledge
Costs 2D8 SAN to read
x2 spell multiplier

Facts – Tells of various evil pagan or ghoulish cults all over the world: one chapter for each cult. One chapter deals with the people of the Black Stone, one with the blasphemous Tcho-tchos of Indochina, one is on the near-extinct witch-cults of Europe, and so forth. The keeper should make up references to whatever cult is desired. All the cults listed in Von Junzt are either extinct or implied to be extinct by the author.

Can Be Found – Widely available from rare booksellers.

Spells – First, Contact Nyarlathotep; then, in order, Contact Tsathogghua; Contact Yig; Call Shub-Niggurath; Summon Servitor of the Outer Gods; Call Nyogtha; Call Yog-Sothoth; Summon Dark Young of Shub-Niggurath; Bind Servitor of the Outer Gods; Bind Dark Young of Shub-Niggurath; Call Hastur; and lastly, Contact Formless Spawn of Tsathogghua.

SORCEROUS SPELLS

Conjure Glass of Mortlan

The actual ceremony is described in the Events section of this scenario. The enchanter has a chance of success in trying this spell equal to his Cthulhu Mythos knowledge skill or less on 1D100. Voorish Sign may help. Trying to cast this spell costs the user 6 points of POW. He may try again and again until he succeeds. The spell work on any crystal ball, though an already-enchanted brazier is necessary as well. The glass is not an independent tool and what it shows can be guided by the Outer Powers if they so choose. The proximity of an artifact or being from the Cthulhu mythos will derange the glass, causing it to show visions pertaining to the artifact or being, instead of what is desired. The spell normally grants visions of the past, and if the glass is not under the sway of one of the Outer Powers, the caster of the spell can witness visions of his choice. Casting this spell costs the viewers 1D6 SAN, and the caster 1D8 SAN. An enchanted brazier is absolutely essential.

Enchant Brazier

On the night of a full moon between the Fall Equinox and Winter Solstice, the sorcerer must sacrifice a small mammal while intoning the proper phrases and making the proper gestures. The brazier is then soaked in the animal's blood, and then sprinkled with a palmful of gold, platinum, or mercury dust. The enchanter must then burn a piece of wood at least 500 years old, holding the brazier in its smoke. One point of POW is permanently lost as well as 1D4 points of SAN. The brazier is now enchanted, and Conjure Glass of Mortlan may be cast upon it.

Enchant Knife

This spell must be cast upon a knife made of any pure elemental metal. The knife is used to draw diagrams and lines on a flat surface, then used to kill an animal of SIZ 4 or more. The creature's blood is then used to etch out the lines of the already-drawn diagrams. This spell costs a permanent point of POW and 1D4 points of SAN. It takes about a day to finish. At the end of the spell, the knife enchanted is suitable for casting the spell Summon Dimensional Shambler. More power may be put into it to aid in the casting of that spell. If this knife is used to make the required sacrifice in Enchant Brazier, the brazier enchanted will add +10% to chances for success in any Conjure Glass of Mortlan spell cast with it.

Curse of the Stone

This spell requires the presence of a specially-ensorcelled stone tablet to work. The caster of the spell must either be holding the tablet himself, or he must cast the spell at an individual that is holding the tablet. The spell requires two rounds to invoke and costs 1D10 points of SAN as well as 9 points of POW, which is regenerated normally. The caster must overcome the POW of the victim with his POW or the spell will not work. The target will be instantly overwhelmed with dreadful hallucinations, and lose 1D4 SAN. He will be blinded and misled by the hallucinations until he can roll his POW or less on D100. He may try every round. After the spell has been cast, the victim has tremendously gripping and realistic nightmares. Each night's sleep after first being infected with this curse, the victim loses one point of SAN. The spell's effects may be lifted by any one of a variety of techniques, any of which must be delineated by the keeper and could be worthy of a quest in itself.

MYTHOS ITEMS

The Brass Brazier

This is a metal dish standing on four claws, with a cover. It has the appearance of incredible age. The inscriptions are worn away, but a successful Cthulhu Mythos roll will enable the user to comprehend that it is some sort of sorcerous device. A successful Occult roll allows the user only to believe that someone thought at one time that the device was magical. This item, or one enchanted similarly, is necessary to perform the conjuring of the glass of Mortlan spell.

The Tablet

This is the stone tablet found in the possession of the eavesdropping sailor. It is a small black stone with one

corner broken off. The possessor will have nightmares after taking this stone — strange dreams of alien vistas, dimly perceived masses in motion, all against a backdrop of shifting colors and forms. A far-off slithering and gurgling sound is heard. On awakening from this dream the sounds of the ocean around the ship will conspire to keep the dreamer trapped in the strange illusion for a short while. There is cuneiform writing on the tablet. If the tablet is destroyed, the effects of the dream will intensify, and be exactly as if the spell Curse of the Stone were cast successfully upon the previous owner.

If the thing is tossed overboard, it will summon 1D8 Deep Ones, which is what the thing is used for normally. The Deep Ones will bring the tablet back to the person who tossed it. If he shrieks or behaves abnormally, they will attack. It will take about two days for them to get to the ship once the tablet is tossed overboard. The dreams

will stop, incidentally, after the tablet has been thus disposed of. If the person is on land, the Deep Ones will try to find him, but will not go any real distance from the ocean. Rather, they will have local contacts do the job for them. This tablet is a specially magical version of the stone objects used in the spell Contact Deep Ones.

The Enchanted Knife

This is in the possession of the trio from Arkham. It is an obviously ancient blade, pitted and corroded, the handle scrolled with strange carvings. It is used for sacrificial rites, and adds +25% to chances to Contact Nyarlathotep if a human being is sacrificed by it at the same time that the spell is cast.

Gate from the Past

The Investigators are hired by Miskatonic University to investigate strange sightings near Arkham.

INTRODUCTION

This scenario will challenge the investigators' abilities to meet new situations. Though there are monsters, they are not interested in mankind and are fighting each other more than the investigators. There is still plenty of excitement for the investigators if they fail to grasp the situation or to make the appropriate actions.

The investigators have been hired by Miskatonic University to check into reports of strange sightings on a hill west of Arkham. Each investigator will be paid ten dollars a day plus room and board at a local hotel. The university wants a report within the month. The investigators will be hired on the 12th of June, 192—. Their report is expected by July 12th. They will receive no payment after that date unless events make their continued employment desirable. If one or more of the investigators are professors or otherwise connected with an institution, their own group may send them out to help Miskatonic.

Keeper's Information

Three of the half-vegetable Old Ones are attempting to flee through a time gate, to escape a mass destruction of their civilization by shoggoths. The gate debouches on the hill above the Aylesbury street graveyard (see the accompanying map of Arkham). They are being hunted down by six shoggoths, hungry for the secret of time themselves, and their work is hindered by a curious ceratopsian which wonders if Old Ones make good snacks.

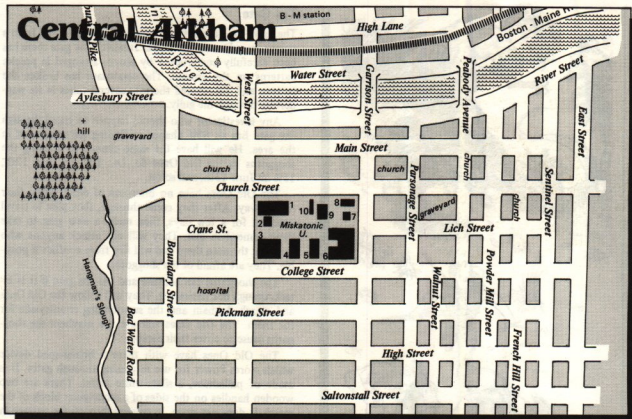
Since their gate warps both space and time, there are strange manifestations for several weeks before the gate actually opens and the Old Ones come through. These manifestations have been noticed by several of the inhabitants of Arkham and reported to the press and police.

Believing the manifestations to be the pranks of students from Miskatonic, the police have asked the university to investigate and give them a report. The university has gotten the investigators to look into the matter. Perhaps one of the professors in charge of the investigation realized that there was something more than met the eye, and felt that professional observers of the occult would be in order.

Investigators' Information

The first reported unusual sighting was made by Hiram R. Jones, a local who acts as groundskeeper at the Arkham graveyard. On June 11th, he was taken to the Pickman street hospital after suffering a nervous breakdown. Additional information is available in the local newspaper, copies of which may be obtained at the campus library or the newspaper office.

After giving the investigators the above sparse information and informing them that the university does not think any of its students are responsible (another reason for hiring outsiders instead of dealing with it themselves),



the dean will go back to his regular pursuits and leave the investigators on their own.

INFORMATION FOUND IN ARKHAM

Each item must be sought by the investigators. None will be given them unless they make the required rolls or search in the right places.

Summary of Newspaper Articles

Available at the campus library, the town hall library, or the *Arkham Recorder-Star* newspaper office on the high lane across from the Boston-Maine rail station.

June 4th – Two locals passing by the graveyard last night claim to have seen lights on the hill. Further investigation reveals that Hiram Jones, groundskeeper, had seen the lights twice before, once on the night of the 1st and again on the night of the 3rd. The article decries the superstitions of those who have believed in the past that the cemetery was haunted, and mocks the supposition that so-called “ghosts” could find it interesting to simply wander about their burial site as glowing lights.

June 6th – Hiram Jones claims to have seen the biggest lizard of all time running across the hilltop. He swore to have seen this vision during the morning hours of June 5th. The article has no commentary, except that the last line of it says, “This statement needs no commentary!”

June 7th – Local authorities visit hill to look for Mr. Jones’ “Lizard.” They find nothing. Blame incident on students from the university playing tricks on old Mr. Jones. The newspaper calls for an end to investigation, feeling that it wastes time and taxpayers’ money.

June 11th – Hiram R. Jones, caretaker of the cemetery, was taken to the hospital with a nervous breakdown after

arriving at the police station in a distressed condition waving a shotgun and screaming of monsters about to invade Arkham. An unnamed doctor believes that Jones’ earlier tales were a prelude to his current condition. He is being sent to Boston to see specialists.

Police Reports

The investigators must make appropriate Law skill rolls or other skill rolls deemed appropriate by the keeper or prove to the police that they are entitled to see the reports. Since these are active files, the police are reluctant to show them to anybody. The police station is in the town hall, in the center of the town square.

June 4th – Reports of lights on Aylesbury hill. Investigating officer saw no lights, but spoke with caretaker of nearby graveyard who claimed to have seen them.

June 7th – Thorough search of Aylesbury hill yields no clues. Probably pranks by Miskatonic U. students.

June 9th – The local university hires private investigators to check Aylesbury hill’s strange sights. Police agree not to interfere, though they do so reluctantly.

June 11th – Hiram R. Jones runs into station waving a shotgun and babbling nonsense. He was taken to the Pickman street hospital where he suffered a complete mental and physical breakdown during examination.

Miskatonic University Library

The keeper should determine how much data the investigators obtain at the library on magical gates, Old Ones, etc. Ceratosaurs data will be easy to obtain if the investigators can describe to the librarian just what they are seeking. It will be very difficult to obtain access to the rare books collection.



Dinosaur Hunt

THE SITUATION ON THE HILL

Three Old Ones have created a flaw through space and time which opens onto Aylesbury hill, at the edge of Arkham. They are being harassed by a ceratosaur which has so far prevented them from going through. Each day after the investigators arrive there is a 25% chance that the Old Ones will manage to get through.

The shoggoths are hunting down the three Old Ones and have a 10% chance of finding their hiding place in the Jurassic age, and their chances for success increase by 5% each day that they search. The keeper should roll once each day for the shoggoths and once for the Old Ones.

Before going through this hole in the space-time fabric, the Old Ones will study their lens to see if the way is free (they are looking for shoggoths, and are not concerned with mere humans). The lens is attuned to the hill and requires a special spell to change its setting.

There is a 35% chance that the lens will be activated while an investigator is on the hill at night. If so, those on the hill will be able to see into the past through the lens. A successful Cthulhu Mythos roll will identify the Old Ones, if seen. A successful Geology roll will identify the setting as the Upper Jurassic. There is a 45% chance that the ceratosaur will be in the background. It can be identified with either a successful Zoology or Geology skill roll.

The Gate

The gate, the flaw in time, opens on Aylesbury hill from a gully somewhere in the Upper Jurassic. The gate there has been carefully constructed by stones arranged in precise patterns on the ground. The ceratosaur has broken the pattern and deactivated the gate several times in its wanderings through the gully.

Any investigator who should happen to travel through the gate has an 85% chance of finding the ceratosaur in the area. He will have the same chance of meeting the shoggoths as the Old Ones do, i.e., 10% on June 12th, 15% on June 13th, and so on.

The Old Ones have no intention of deactivating their passageway. After they come through, they plan to travel overland for a few days, then make a new gate to take them somewhere else. They will not attack anyone who does not threaten them and will flee from conflict if possible. They are afraid of the shoggoths.

The shoggoths can activate and use the gate if it is intact, though not recreate it. They will follow the Old Ones and search Arkham and the surrounding countryside for them. The Old Ones will use the mayhem the shoggoths cause to cover their escape.

The Old Ones have with them a box-shaped device which stores Power for use in passing through gates. It is made of palladium, a silver-white metal. There are two wooden handles on the sides of a rectangular block of the metal. It does not open. In coming through the passage in time, the Old Ones will use all but 10 points of the box's Power. Since their next tunnel through time is only to take them a few hundred thousand years, they will not need the box and consider it expendable, though they will keep it if convenient to do so.

The Palladium Box

A storage battery for POW, this box is charged by touching the metal part of the device and voluntarily losing 1D10 permanent points of characteristic POW. The volunteer must have at least 5% Cthulhu Mythos knowledge, or cannot make the transfer.

Stored POW can be used by grasping both of the wooden handles, automatically transferring 1D6 points of the box's POW permanently to the user, increasing his permanent POW. If the box runs out of stored POW, it can transfer none.

The box will hold any amount of POW for as long as it is undamaged. It has 100 hit points; for each point of damage it takes, its storage capacity equals 100 minus damage: the first point of damage destroys all the stored POW points above 99, but completely making useless the box takes quite a bit of effort.

Such boxes were once common among the Old Ones, so it is not considered very valuable to the three Old Ones in this scenario.

CREATURES FROM THE PAST

Old Ones

First Old One

STR 19	CON 13	SIZ 14	INT 13	POW 15
DEX 14	HP 14	5-point skin armor		

Tentacles 45%, 1D6 damage + constriction
Lance 60%, 1D10+1D6 and can impale

SPELLS: Create Time Warp, Elder Sign, Enchant Lance

NOTES: This Old One can attack with three tentacles and a solid titanium lance. This lance is enchanted so that it can do normal damage to any target struck, even creatures normally resistant to impaling weapons. It requires a STR of 17 and a DEX of 13 to effectively wield this lance. The Old One may direct no more than three of its attacks vs. a single target. After a tentacle hits, it can hang on and constrict, doing 1D6 more points of damage each round thereafter. Seeing an Old One costs 1D6 points of SAN unless a SAN roll succeeds.

Second Old One

STR 22 CON 14 SIZ 12 INT 10 POW 12
DEX 13 HP 13 5-point armor

Tentacles 40%, 1D6 damage + constriction

SPELLS: Create Time Warp, Shriving, Power Drain [from page 21 of *Shadows of Yog-Sothoth*]

NOTES: This Old One carries the palladium box which serves as a POW battery. It can attack up to 5 times each round with its tentacles, if it drops the box, but only 3 tentacles can attack a single target in a round. After hitting, the tentacles constrict, as per the first Old One.

Third Old One

STR 20 CON 12 SIZ 13 INT 10 POW 12
DEX 13 HP 13 5-point armor

Tentacles 50%, 1D6 damage + constriction

SPELLS: Create Time Warp, Power Drain

NOTES: This Old One can attack up to 5 times each round, but no more than thrice per target. After hitting, the tentacles constrict, as per the other two Old Ones.

The Ceratosaur

STR 48 CON 20 SIZ 36 POW 13 DEX 13
Move 12 Hit Points 28 6-point armor

Bite 80%, 1D10+4D6 damage

Claw 60%, 1D6+4D6 damage, plus resist STR vs. the dinosaur's STR or fall over

NOTES: The ceratosaur can bite once or claw once each round. This is a dinosaur which lived approximately 150 million years ago. It has bony projections above his eyes and a knob-like horn on its snout. This particular specimen stands approximately 9 feet tall. It costs 1D10 points of SAN, if a SAN roll is failed, to see a ceratosaur for the first time. Subsequent viewings cost no SAN (it is, after all, a natural beast).

Shoggoths

All shoggoths attack by crushing; engulfing their target and then doing damage which varies with the particular shoggoth. On subsequent rounds, the shoggoth tries to suck its victim apart, and does double normal damage (such as 6D6 or 8D6 instead of 3D6 or 4D6). Each round, after taking damage, the victim may attempt to break out by successfully rolling his or her STR+CON or less on 1D100. All physical weapons do minimum possible damage to shoggoths. They cannot be impaled, and fire does only half normal damage. All shoggoths regenerate at the rate of 2 points per round, until dead. Seeing a shoggoth causes the victim to lose 1D20 points of SAN unless a

SAN roll succeeds, in which case the victim must lose 1D6 points of SAN anyway.

First Shoggoth

STR 35 CON 10 SIZ 35 INT 7 POW 11
DEX 4 Hit Points 23 Damage Done 3D6

Second Shoggoth

STR 40 CON 12 SIZ 38 INT 2 POW 12
DEX 3 Hit Points 25 Damage Done 4D6

Third Shoggoth

STR 43 CON 11 SIZ 40 INT 6 POW 10
DEX 2 Hit Points 26 Damage Done 4D6

Fourth Shoggoth

STR 50 CON 13 SIZ 41 INT 8 POW 13
DEX 5 Hit Points 27 Damage Done 5D6

Fifth Shoggoth

STR 30 CON 18 SIZ 33 INT 10 POW 15
DEX 4 Hit Points 26 Damage Done 3D6

Sixth Shoggoth

STR 60 CON 15 SIZ 56 INT 4 POW 12
DEX 3 Hit Points 36 Damage Done 6D6

NOTES FOR THE KEEPER

During the play-testing of this scenario, the investigators did many unexpected things. Investigators in your campaign may come up with even stranger ways of solving the problems of this scenario, but I thought I would mention a few.

The first group found the gate and created a return gate (as per the Create Gate spell, which they knew), but did not go through it before destroying both gates by attempting to create a third gate on the location of the first.

The second group let the shoggoths rampage through Arkham while they played tag with the ceratosaur in the Upper Jurassic. They finally destroyed the gate by leaving some dynamite with a long fuse behind when they returned to the present. They were all killed by the shoggoths while trying to save what little was left of Arkham.

The third group questioned Hiram Jones and learned of the Old Ones, getting a description of the view of the Upper Jurassic, which enabled them to make a return gate and use it before the Old Ones were able to get to Arkham. They needed Psychoanalysis and Psychology rolls to get this information. They then got into the Upper Jurassic and prevented the Old Ones from getting to Arkham. Only two of the group survived the attack of the shoggoths. One returned and destroyed the entrance to Arkham by creating a third gate on its site. The other survivor dismantled the original gate from the Jurassic side, stranding himself with the two remaining shoggoths, both of which were slain, one by the ceratosaur, and the other by a forest fire. This intrepid adventurer was eventually killed while dinosaur-hunting.

The second and third groups did not solve the problem as quickly and effectively as the first group (indeed, the second group did not solve the problem at all!), but they

had more excitement and adventure, which is, after all, the purpose of the game.

Benefits

Aside from the palladium box, which can be obtained with effort by the investigators, they will regain 1D10

points of SAN if they learn of the shoggoths and can prevent them from reaching Arkham. Each Old One slain gains the slayer 1D6 points of SAN, and each shoggoth slain gains the slayer 1D20 points of SAN. If more than a single individual aided in the destruction of a monster, the SAN received is divided up among the survivors.

Westchester House

A well-known heiress hires the Investigators to examine spirit manifestations in her home. She will pay well for their aid.

INTRODUCTION

Investigators' Information

One or more of the investigators have received letters from Sarah Westchester, the well-known heiress, asking for help in examining spirit manifestations at her home. The characters may be professionals such as private eyes or parapsychologists, or simply friends of the family from the days before Sarah moved to San Jose, California.

Throughout Sarah's childhood and marriage, she lived a glittering high society life. After she lost her husband and daughter, she became a spiritualist; later she moved to San Jose, never to return to the East.

When the investigators arrive at Westchester House, Sarah tells them that the manifestations from the Other Side have continued. People have heard footsteps with no visible cause. Some construction workers saw a wounded man staggering toward the house, but when they went to help him, he vanished without a trace. Two maids saw a strange man pop into view and vanish soundlessly. Ghostly lights have been seen in a strange rock formation near the house.

Sarah wants to find out if these are true spirit manifestations or if there is a mundane explanation. Each investigator has been paid \$100 as a retainer. She will pay \$200 a week plus expenses to each investigator, for two weeks — plenty of time, her lawyer feels, to establish the meaning of those spirit manifestations.

Keeper's Notes

In 1906 Gregory Johnson was a San Francisco artist with great skill and little money. Then he met Elizabeth Anwell, secretary to Francis "Frank" Connington, the locally noted art collector. She had been Frank Connington's mistress and had born his daughter, Frances, but rather than marry her as he promised, Connington seemed ready to cast her off in favor of an advantageous society marriage.

Gregory Johnson and Elizabeth Anwell fell in love and decided to finance their life together by stealing one of Frank's best paintings, "The Hunter," valued at \$15,000 — nearly as much as a Rembrandt.

Elizabeth contrived to get for Gregory (under an assumed name) a scholarship from the Connington Foundation. This allowed him to visit Connington's mansion and to make copies of the great masters there to improve his technique. Gregory planned to copy "The Hunter," frame the copy, and take the original with him, then leave the state before anyone noticed the substitution. He planned to paint another picture over "The Hunter" to smuggle it out of the country and sell it.

By the beginning of April 1906, the forgery was complete and Gregory had bribed the guard, Jack Ramsey, for a copy of the gallery key. Unfortunately, Jack realized that Gregory was trying to steal something and decided to cut himself in. He did not know that Elizabeth was involved, nor that Gregory was trying to substitute a forgery.

On April 8, Gregory had just made the substitution when Jack entered the gallery and demanded a share. Then Connington entered the room unexpectedly and overheard the conversation. Jack panicked, and killed Connington. In the commotion, Gregory escaped with the original painting.

Gregory returned to his family farm, outside San Jose, California. There, he painted another picture over "The Hunter" to hide it until he could send for Elizabeth. In the glow of success, what he painted was a self-portrait with the words "Self-Portrait of the Artist as a Happy Man" in the corner. His confidence was misplaced, however.

The police learned that Gregory Johnson was the real name of the art student who had visited the Connington house at the time of the killing.

Jack Ramsey convinced the police that he had prevented the theft of the painting, and had seen Gregory John-

son kill Frank Connington. Jack was congratulated and joined the manhunt which, in a week, traced Gregory to his farm. There Gregory was shot and killed by an eager, inexperienced local officer.

At the farm, the police found only the self-portrait and a crude copy of "The Hunter" Gregory had made for practice. They never realized that the copy had been substituted for the original, nor that Elizabeth was involved. Elizabeth, who heard only Jack's story, did not realize that the substitution had been made. On April 18, 1906, the great earthquake devastated the area. A gigantic fire burnt most of San Francisco. The police had more important things to do than follow-up this crime, where no property was stolen and the murderer was already dead; the case was closed.

When the Connington household broke up, Elizabeth became a spiritualist medium and confidence trickster. Jack, too, drifted into crime, of a more violent, low-brow type. After Gregory's death, his widowed mother sold the family farm to Sarah Westchester, and took her surviving children (Robert, Betty, and Warren) to her parents' home in Pennsylvania.

In 1922, with great publicity the Connington heirs donated "The Hunter" to the San Francisco Museum of Fine Arts. But shortly thereafter it was shown during cleaning to be a forgery.

Elizabeth Anwell, Jack Ramsey, and Warren Johnson (Gregory's youngest brother) realized that the original might still be at the old Johnson farm. Separately they made their way to the former Johnson farm, now Westchester House.

Warren hid in the lesser-used places in the house. Every now and then, servants heard his footsteps or caught fleeting glimpses of him. Rumors that the house was haunted began. For their own reasons Elizabeth and Jack encouraged this belief as detailed later on. And Sarah Westchester sent for the investigators.

SOURCES OF INFORMATION

If the investigators go to San Francisco, they will find some information about the crime. The great earthquake and fire destroyed the case records, and the lawyers most concerned have since died. *The Call, Bulletin, Chronicle*, and such newspapers have reestablished their clipping files, however. The investigators can find out from Connington's relatives or former servants that Connington's secretary, Elizabeth Anwell, had been his mistress and had born his daughter. The art community knows that Gregory Johnson gave an unsuccessful art show in 1904 which showed "great technical skill but no original vision."

If the investigators check the local newspaper they can find reports on the murder of Francis Connington, the

The Murder of Frank Connington



[Newspaper clipping, April 15, 1906]

CAREER OF NOTED MURDERER ENDED

Early this morning Gregory Johnson was shot and killed outside his home when police attempted to arrest him for the murder of Francis Connington, well-known San Francisco businessman and connoisseur.

Johnson, once an artist of some note, had been visiting

Connington's San Francisco mansion under the alias Norton Longville. On April 8, Mr. Connington entered his gallery to find Johnson and Jack Ramsey, a guard, fighting over a painting Johnson was attempting to steal. Johnson allegedly killed Connington and escaped in the confusion while Ramsey tried unsuccessfully to defend his employer.

Investigation by San Francisco police revealed that Norton

Longville was really Gregory Johnson, who was traced to his family farm outside San Jose. When state troopers and local police approached the farm, Johnson attempted to escape from the rear of the house. Mr. Ramsey, who was there to identify the murderer, pointed out the escaping fugitive. Johnson was shot and killed by Charles Quill, of our own San Jose Police Department. Congratulations, Officer Quill.

PROMINENT SAN FRANCISCAN MURDERED

Mr. Francis Connington, well-known San Francisco businessman and art collector was murdered yesterday afternoon, reportedly when he surprised a Norton Longville in the act of stealing a painting.

Longville, a student artist, had been visiting Connington's townhouse under the terms of a scholarship from the Connington Foundation, which allowed him to copy some of his benefactor's paintings to improve his technique. Guard Jack Ramsey was on rounds in the townhouse when he found Longville removing a painting, "The Hunter", valued at \$15,000.

Mr. Connington, apparently attracted by the sounds of the struggle, entered the gallery and was killed by Longville, who escaped while Ramsey attempted to save the life of his employer.

Police throughout the state have been alerted to the flight of this villain.

FORGERY DISCOVERED

Goddard Haley, curator of the San Francisco Museum of Fine Arts, announced that the museum's copy of "The Hunter" has been conclusively proven a forgery. While having the picture cleaned for display, officials became suspicious and applied the Schwartz-Howard test, which revealed that pigments unavailable before 1890 had been used.

The oil painting was donated to the Museum in February of this year by Rose Connington of the Connington Foundation for the Advancement of the Arts. Miss Connington stated that Francis Con-

nington, her late cousin, had the painting authenticated when he purchased it, but that since she had inherited "The Hunter" upon his death, she had frequently loaned the painting to museums for exhibit, and so had no idea when the forgery might have been substituted for the original.

Our long-time readers may recall that in 1906 Gregory Johnson, a local artist, murdered Francis Connington in an unsuccessful attempt to steal this same painting and was killed resisting his arrest, by Charles Quill, formerly of the San Jose Police Department.

The Museum and the Connington Foundation are offering a joint reward of \$1000 for information leading to the return of the original painting.

death of Gregory Johnson, and the recent discovery that "The Hunter" is a forgery. Charles Quill, the policeman who shot Gregory, also has copies of these articles.

THE WESTCHESTER HOUSE

In 1906, Mrs. Sarah Westchester bought a simple eight-room farmhouse. In the years since that time, the farmhouse has grown to 145 rooms sprawling over five acres. In those years more than 500 rooms have been built and torn out again to maintain continuous construction - necessary to keep harmony with the "spirits." There are also outbuildings; stables, bunkhouses for the farmhands, garages, a carwash, and greenhouses. The house is built in the elaborate late-Victorian style of Sarah's girlhood, yet has modern conveniences, including three elevators, thirteen bathrooms, limited central heating, and gas stoves. Everything in the house and grounds is the finest money can buy.

The only architect of the house is Mrs. Westchester, passing along instructions and wishes from her ghostly advisors. This inexperience added to her lack of any guid-

A PAGE FROM A DIARY [found in Westchester House's "Zeus" Room]

April 5, 1906 - I can't wait until this is over, and I can shield Beth from the man who wronged her. Perhaps I can make the substitution this Saturday when Connington visits Miss Milstone. Beth has given up hope that Connington would ever marry her, but it still hurts her to see him flutter around a woman who isn't a patch on Beth. Perhaps, he thinks he has given enough since he has given her his bastard daughter. Little Frances is as bright and as pretty a little girl as I have ever seen, but nothing will do for Connington but to have a brood of horse-faced brats from Angina Milstone. No wonder Beth threw her lot in with me. I reckon his loss is my gain. Ramsey has taken interest in my "work" recently; the worst timing possible; just normal for that blockhead.

ing plan has led to architectural anomalies such as windows in inner walls, a door that opens to a two-story drop to the floor below, closets and cupboards two inches deep, and stairs that lead to the ceiling, but not through it. The vast house is a maze where "downstairs leads neither to the cellar nor upstairs to the roof."

The house mirrors other of Mrs. Westchester's eccentricities. Since she stood only 4' 10", she had her personal doors built but five feet high. Her favorite numbers, 7, 11, and 13, were incorporated into the house in ways such as a room with seven windows, a stairway with 11 steps, or a drain with 13 holes. Most of the classical columns have been installed upside down. There are several shallow stairways where each step is two inches high, and the stairway winds back and forth several times just to rise to the next floor.

A safe holds Sarah's ready cash, jewelry, and a \$30,000 gold dinner service. Several storerooms hold lesser valuables, many of which have been sitting there for years, forgotten by everyone. "The Hunter" has been sitting in one of these storerooms since purchased with the farm. Mrs. Westchester once had a wine cellar, but she had it sealed up after being frightened by a black handprint accidentally left on the wall by a careless workman. No one (except Jack's gang) knows where the wine cellar is now. While there are no purposefully secret passages or hidden rooms, her random remodeling has left spaces, sealed rooms and forgotten places.

The investigators will be put up in the "Grecian Rooms," since several manifestations have happened in the area. There were originally 12 of these rooms on the second floor, each with a stained glass window depicting one of the signs of the Zodiac in a Greek myth motif, but two of the rooms were sealed off when a corridor went through. Warren Johnson has been hiding in these sealed rooms.

There is no partition between the walk-in closets of the Golden Fleece room and the Europa room, but Warren has cleverly fashioned a plasterboard door which casually conceals the room — but not from a successful Spot Hidden roll. The window with the Aries design was removed and can be found in a storeroom. Warren reaches the Zeus room by going out the window of the Oedipus room and strolling across the flat roof of the porch, then entering through the Zeus window, which is still visible from the outside of the house. Here Warren stores his make-up kit, mirror, costumes, pallet, and food. One page has fallen from Gregory's diary here.

At the end of the corridor is a four-foot round window of plain glass. The original window had zodiac signs around the border. This window was cracked and now awaits mending in one of the other storerooms.

Warren Johnson

STR 9 CON 10 SIZ 11 INT 13 POW 15
DEX 17 CHA 11 EDU 10 SAN 75 HP 11

SKILLS: Act 85%, Disguise 80%, Fast Talk 55%, Hide 75%, Listen 55%, Mapmaking 45%, Move Quietly 50%, Oratory 60%

Warren is the youngest brother of Gregory Johnson, the artist who died in 1906. When he grew up, Warren became an actor specializing in impressions.

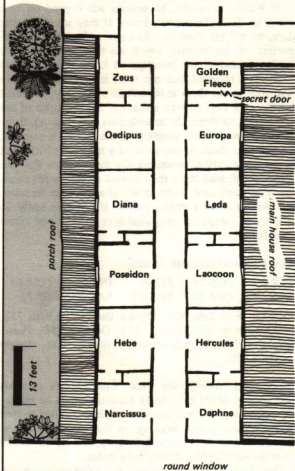
News stories about the forgery of "The Hunter" roused childhood memories of Gregory painting "Self-Portrait of the Artist as a Happy Man" over another painting. Stowed unread in a trunk for many years, Gregory's diary confirmed Warren's suspicions. This diary described Gregory's affair with Elizabeth Anwell and his plan to substitute a copy for the real painting. Warren decided to return

to the San Jose farm to find "The Hunter," bringing along the diary as a useful tool.

Warren gained entrance to Westchester House by posing as a new servant. Mrs. Westchester constantly fires and acquires servants, so no one is surprised by new faces.

Plan of the

Grecian Rooms



LIST OF WINDOWS IN GRECIAN ROOMS

GOLDEN FLEECE — Aries: a ram carries two children across a river on its back. This is a hidden room.

EUROPA — Taurus: In the form of a bull, Zeus woos Europa.

LEDA — Gemini: Leda looks on with the swan while her twin children hatch from an egg.

LAOCOON — Cancer: Sea snakes are attacking Laocoon and his sons. There are several crabs on the shore.

HERCULES — Leo: Hercules hunts the Nemean Lion.

DAPHNE — Virgo: Daphne is just beginning to turn into a laurel tree to escape Apollo.

ZEUS — Libra: Zeus is deciding the fate of armies, using a balance. This is a hidden room.

OEDIPUS — Oedipus riddles with the Sphinx; scorpions parade at their feet.

DIANA — Sagittarius: Diana is seen as a huntress.

POSEIDON — Capricorn: Poseidon is in his chariot, drawn by sea-goats.

HEBE — Aquarius: Hebe and Ganymede bear cups for Zeus.

NARCISSUS — Pisces: Narcissus gazes at his reflection in a pool. Fish dart about in the pool.

Warren found that "Self-Portrait of the Artist as a Happy Man" had never been discarded, but no one remembered where it was. In order to stealthily search full-time, Warren dropped his servant guise and hid in the older parts of the house. Occasionally people overheard his footsteps or caught glimpses of him, causing the servants to think the house was haunted. When he expects to be seen, he uses his acting and disguise skills to impersonate servants or other individuals.

If Warren is caught, his actions will depend on how much he thinks his captors know. If they are still in the dark, he will tell them that he came to look for the self-portrait of his brother, which his mother now regrets leaving behind. If the investigators know that a valuable painting is involved, but not what it looks like, Warren will offer to cut them in for a share of the reward offered by the museum (or even a share of the sale price of the painting, if he thinks the investigators would agree). If the investigators find the painting before Warren is exposed, he will visit them in the guise of a museum official and claim the painting, promising the investigators that the museum will send them their reward as soon as the painting is authenticated. Then he will abscond with the painting. Warren is not a violent person. If things go badly, he will try to escape by using stealth or a clever ruse rather than fight.

Liza Andrews (Elizabeth Anwell)

STR 9 CON 14 SIZ 9 INT 16 POW 10
DEX 14 CHA 14 EDU 12 SAN 40 HP 12

SKILLS: Fast Talk 90%, Library Use 60%, Listen 75%, Move Quietly 85%, Occult 35%, Oratory 75%, Photography 60%, Pick Pocket 30%, Psychology 60%, Sleight of Hand 90%

Elizabeth Anwell was Frank Connington's secretary and mother of his illegitimate daughter. When he refused to marry her, she and Gregory Johnson planned to steal Frank's most prized painting. In the confusion following the deaths of Frank and Gregory, she did not realize that the painting had already been stolen.

Elizabeth invented a dead husband to hide her daughter's illegitimacy, calling herself Liza Andrews and naming her daughter Franny Andrews. Over the years she sank into the life of a confidence trickster and phony medium. In the profusion of spiritualists emerging after the Great War, Elizabeth felt she needed a gimmick. Franny posed as a child medium, while Elizabeth acted as her manager. By the 1920s, Franny further refined the role by acting retarded as well. This not only made her unique, but diverted suspicion as well. After all, could a feeble-minded person perform the complex tricks that the medium debunkers exposed? Never!

When Elizabeth heard about the forgery's discovery, she felt she could get revenge on the long-dead Frank Connington by regaining the painting that was his pride and joy. Since Johnson farm had been purchased by Sarah Westchester, she studied Sarah's life and eccentric beliefs. By feeding back this information to Sarah, she gained an invitation to stay at Westchester House.

Liza encourages Sarah's belief that spirits haunt the house. This has made Sarah dependent enough on her daughter for them to look for the painting. Usually Fran-

ny does the actual searching, but Liza is always near to intervene and smooth over mischances as childish *faux pas*.

Franny has urged her mother to give up trying to find "The Hunter." They aren't sure it is still in the house, but Liza is determined to stay, too obsessed with the painting to give up now.

Franny Andrews (Frances Anwell)

STR 9 CON 13 SIZ 8 INT 13 POW 12
DEX 16 CHA 14 EDU 11 SAN 60 HP 11

SKILLS: Fast Talk 50%, Listen 55%, Move Quietly 60%, Occult 25%, Oratory 50%, Psychology 45%, Sleight of Hand 60%, Spot Hidden 50%

Frances is the illegitimate daughter of Elizabeth Anwell and Frank Connington. She has a professional reputation as a feeble-minded medium, though her actual intelligence is above normal. Her mother acts as her manager. She is eighteen, but passes for fourteen due to her small size, and behaves as if her mental age were five or less.

Franny's mask of childlike good-nature, and her current position as Sarah's darling make her the pet of Westchester House, welcome to come and go at will. She spends most of her time wandering around the house, searching for "The Hunter" and gathering information for her act.

Originally, Franny was enthusiastic about looking for the painting, but now that she sees the magnitude of the task (and Sarah's vast wealth) she would rather deepen the confidence game against Sarah than continue searching for the painting; Liza has not yet agreed.

The Medium's Tricks.

Liza and Franny must secretly gain information about their victims, perhaps by doing research in a library or in newspaper files, questioning former servants, and reading the victim's mail. They particularly notice small details and adeptly make Holmesian deductions. This information is then relayed back to the victim with spiritual flourishes. In game terms, this can be simulated by appropriate use of the Spot Hidden skill and Idea rolls. However, since Franny and Liza have been at their trade so long and so successfully, a successful Spot Hidden or Idea roll would tell them different things than it would to an investigator.

In formal displays of their spiritual powers they have the victim write questions or messages on a piece of paper, roll it into a ball, then seal it into an envelope. Liza substitutes another envelope and burns that in a fire, while slipping the original to Franny, who reads it in the semi-darkened room, thus being able to answer the question, seemingly through thought reading. They also perform spirit tapping, spirit photography, and other mediumistic tricks.

Jack Ramsey

In 1906, Jack guarded Frank Connington's art collection. When Gregory Johnson bribed Jack to give him a key to the gallery, Jack's suspicions were aroused, and he correctly believed Gregory intended to steal a painting. While Jack was telling Gregory that he would allow the

STR 14 CON 9 SIZ 16 INT 9 POW 7
DEX 9 CHA 15 EDU 8 SAN 30 HP 13

SKILLS: Fast Talk 70%, Oratory 65%

WEAPONS: .32 revolver 50%, 1D8 damage

Axe Handle 45%, 1D8+1D6 damage

theft for a cut of the money, Connington entered unexpectedly. A fight ensued, in which Jack killed Connington and Gregory escaped with the real painting. Jack did not realize that Gregory had already substituted a forgery for "The Hunter." He convinced the police that Gregory had killed Connington in an unsuccessful attempt to steal "The Hunter," and accompanied state police to the Johnson farm, to identify Gregory. There he was able to trick an inexperienced policeman into killing Gregory, hiding Jack's crime forever.

The 1920s found Jack a small-time criminal waiting for Lady Luck to smile on him. When he heard of the forgery and realized that he still might get his hands on a painting worth a fortune, he gathered a small group of crooks and managed to get his gang hired on at Westchester House. Their job was to tear out walls (for later remodeling) in what Jack took to be part of the original house.

Searching the basement, Jack's gang came upon the sealed wine cellar. They have been sneaking the wine out and drinking it at a distinctive rock formation near the house. In order to keep people away while the gang searches or drinks, Jack got the idea of frightening them off when he heard about a ghost haunting the house. Now that Jack and the gang are into the spirit of the thing, they take a fiendish pleasure in scaring people as much as possible. One or more will report a ghastly vision or ghostly laughter, while the others offer corroboration. They started the story about a wounded man approaching the house only to vanish mysteriously when they went to help him. Sometimes the acts are more like practical jokes, such as carving monster feet and leaving monstrous footprints.

If the investigators ask Jack about the theft of the original painting and Gregory's death he will readily admit that he is the same Jack Ramsey who heroically foiled the theft of "The Hunter" but was unable to prevent the murder of his employer. He will also admit that he was there when Charles Quill shot Gregory (as he so richly deserved). He will not admit that he is looking for "The Hunter." It's just a coincidence that he is working here now.

Jack knew that Elizabeth was Frank's mistress and the mother of his daughter as well as his secretary — it was an open secret in the household. He never realized that Elizabeth was Gregory's accomplice. He does not recognize Liza or Franny.

Jack would not admit it, even to himself, but he is credulous and superstitious. He has halfway convinced himself that the manifestations reported by other servants (not in his gang) are really Gregory coming back to haunt him for his part in the killings. If unexpectedly confronted with Warren (who now closely resembles Gregory) he may think it is the ghost of Gregory come back for him and Jack could break down and confess. Unless this happens, Jack will not be willing to leave the house without the painting. He sees this as a chance to make it big.

Jack's Gang

Tom Ford

STR 10 CON 9 SIZ 10 INT 12 POW 14
DEX 15 CHA 11 EDU 8 SAN 60 HP 10

SKILLS: Climb 75%, Hide 50%, Jump 75%, Listen 70%, Move Quietly 65%, Safecracking 45%

WEAPON: Knife 50%, 1D6 damage

Dick O'Hanlan

STR 11 CON 12 SIZ 11 INT 10 POW 12
DEX 13 CHA 12 EDU 10 SAN 50 HP 12

SKILLS: Dodge 75%, Electrical Repair 45%, Mechanical Repair 50%, Pick Pocket 65%

WEAPON: Knife 50%, 1D6 damage

Harry McCormick

STR 13 CON 12 SIZ 12 INT 11 POW 11
DEX 11 CHA 10 EDU 9 SAN 50 HP 12

SKILL: Fast Talk 50%

WEAPONS: Fist 65%, 1D3+1D6 damage

Knife 55%, 1D6+1D6 damage

.38 revolver 55%, 1D8+2 damage

Patrick O'Hara

STR 13 CON 13 SIZ 13 INT 11 POW 14
DEX 12 CHA 12 EDU 8 SAN 66 HP 13

SKILLS: Drive Automobile 55%, Oratory 45%

WEAPONS: Fist 60%, 1D3+1D6 damage

Sawed-Off 12-gauge Shotgun 60%, 4D6 damage

Jack's criminal friends help him in his search for the painting. Up to now they have been content to search for the painting, amusing themselves by drinking the stolen wine and watching the commotion provoked by their stories and stunts. Soon they will be impatient enough to consider the other criminal possibilities of Westchester House, such as a safe reputedly full of gold. If things go too slowly to suit them, they may mount a burglary on the safe. If they discover that someone else has found the painting, they will certainly try to take it by force of arms, grab the house's silver platter, and scam.

Charles Quill

STR 12 CON 12 SIZ 11 INT 12 POW 17
DEX 12 CHA 11 EDU 12 SAN 85 HP 12

SKILLS: Drive Automobile 65%, First Aid 55%, Ride 40%, Spot Hidden 60%, Track 50%

WEAPONS: .38 revolver 60%, 1D8+2 damage

Nightstick 50%, 1D6 damage

.30-06 Rifle 55%, 2D6+3 damage

Charles Quill is a San Jose police officer. In 1906 he was on the local police squad sent to aid the state police arrest Gregory Johnson for murder. Charles was guarding a back door and saw Gregory put the finishing touches

on "Self-Portrait of the Artist as a Happy Man." When the police came, Gregory tried to sneak out, but suddenly Jack Ramsey appeared, firing a pistol and yelling, "Don't let the killer escape!" The inexperienced Charles started shooting also, killing Gregory. Ironically, Charles used a Westchester rifle. Within days, the great earthquake ended the practicality of further investigation, and the case was quietly closed as solved.

This was Charles' first big case. He has several newspaper clippings dealing with it. He also has a recent clipping of the discovery of the forgery and the reward the museum offers.

Ruth Lord

Ruth Lord was a neighbor when the Johnsons lived on the farm. The Johnson family consisted of Widow Johnson, Gregory (the eldest), Robert, Betty, and Warren (the youngest). All the children were clever and talented, especially Warren and Gregory, but none were more honest than they had to be. Gregory once sold a "long-lost painting" by a famous deceased local artist. When it later turned out he had painted it himself, he passed it off as a practical joke. Warren was about 10 years old when Gregory died, and already showed signs of acting talent, used in playing tricks on anyone he could fool. After Gregory's death, Widow Johnson sold the farm and moved back east to her parents' home.

Ruth is now one of the cooks at Westchester House. If she sees Warren out of disguise (who is now the same age as Gregory when he died, and bears a close resemblance) she will think it is Gregory's ghost. If she could study Warren closely in a calm atmosphere, she might be able to see the difference, but Warren, who remembers Mrs. Lord, does his best to see she won't get such a chance.

Sarah Westchester

Sarah is the widow and heiress of arms manufacturer Wade Westchester. After the deaths of her husband and daughter, she developed an interest in spiritualism. She became convinced that the spirits of those killed by Westchester rifles were haunting the family. Spiritualists persuaded Sarah that she would die, too, unless she propitiated the spirits by building them a house without end. As long as the house was being built, the story went, Sarah would live and prosper, but if the house was ever finished, or the work stopped, disaster could ensue. Sarah promptly bought the Johnson farmhouse and began adding to it.

Blessed with a \$20,000,000 fortune, Sarah is thought only to be eccentric for keeping a small horde of carpenters, masons, plumbers, painters, and craftsmen working on the house 24 hours a day, 365 days a year. Parts of the house are constantly torn out and rebuilt. The sole designer of the house, Sarah relies on direction from the spirit world rather than formal architectural training, and the result is a bizarre madhouse.

Counting the domestic servants, construction workers, gardeners, and farmhands, there are about 100 hired help. Most are hired and paid by the day. They never know when they will be let go, and are often fired without cause. Still, Sarah pays top wages, so she has no trouble getting new recruits. Sarah also insists that the different

groups of employees eat, sleep, and work in separate accommodations. The foremen of the different groups report directly to Sarah and receive instructions from her. There is little formal communication between groups, and rumors fill the vacuum of real information.

Sarah is almost convinced that the manifestations at the house are, indeed, the spirits she fears. Yet she is not so otherworldly that she can ignore the possibility of some more mundane cause. (A frightened burglar has actually been arrested, hopelessly lost in the maze of the house.) Over the objections of Liza Andrews, she has called in the investigators.

Sarah Westchester

STR 8 CON 15 SIZ 8 INT 13 POW 17
DEX 10 CHA 12 EDU 14 SAN 23 HP 12

SKILLS: Bargain 80%, Debate 60%, Oratory 60%

NOTE TO KEEPERS

This change-of-pace scenario deals with detection in the mundane world rather than encounters with Cthulhoid monsters but, to throw the investigators off the track or just to provoke their paranoia, here are a few stock situations from Cthulhu Mythos stories. Use them or emphasize them at will.

Sinister Foreigners - There is already a Chinese butler, several Japanese and Mexican gardeners at the house. Jack's gang is Irish.

Strange Stones with Unknown Writing - Jack's gang drink their stolen wine while concealing themselves in a serpentine rock outcropping near the house. There are no other formations like this anywhere near, since the house is built on new sedimentary deposits in the valley, but a Geology roll will yield the information that this is not uncommon in earthquake country. Jack's gang has been keeping a betting tally by chalking a cryptic code on the gray-green rocks.

Wierd Chanting - People who have heard a drunken rendition of "Asleep in the Deep" by five men (all with singing skills no greater than 5% each) might describe it as an inhuman outcry, and one of the gang (O'Haran) is fond of parodying Gregorian chants he has heard at mass.

Unearthly Geometry - Emphasizing this in a house where "downstairs leads neither to the cellar nor upstairs to the roof" should be easy.

Outré Paintings - "The Hunter" portrays a man on horseback paused, with two dogs crouching at the horse's feet. The dogs are looking over their shoulders toward a primal forest. The overly-sensitive say they can make out something in the forest looking out at the unsuspecting horseman, but that's silly, isn't it? Just because the painter is the mysterious, murderous artist Gregory Johnson, and just because several owners died violent deaths, why there's no reason to think that the painting is cursed, is there?

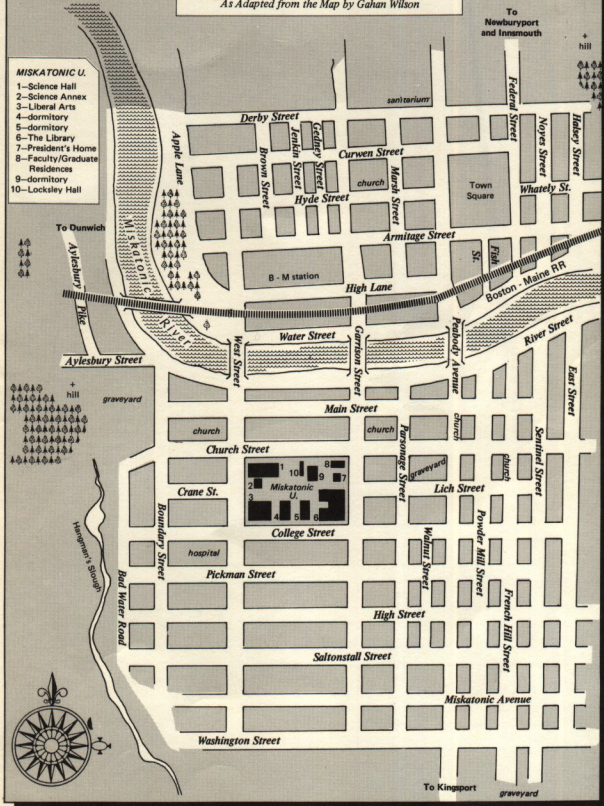
Imposters - Question: When is your friend not your friend? Answer: When he is being impersonated by a monster, or by Warren Johnson the skillful actor. He may appear as a known investigator to a servant, as well. It won't do for this to work too well, since the fun comes when they realize later that someone has been impersonated.

Arkham

City Circa 1922 A.D.
As Adapted from the Map by Gahan Wilson

MISKATONIC U.

- 1—Science Hall
- 2—Science Annex
- 3—Liberal Arts
- 4—dormitory
- 5—dormitory
- 6—The Library
- 7—President's Home
- 8—Faculty/Graduate Residences
- 9—dormitory
- 10—Locksley Hall





2303

In every *Call of Cthulhu* campaign certain situations arise regularly. This book takes seven of those situations and turns them into horrifying adventures. Each story is meant to be used freely by the Keeper (the gamemaster) when he or she needs a quick plot for an impromptu game or as fillers in larger campaigns. Investigators' Information, Keeper's Background, and suggestions for use are provided for each episode. The center four, gray-edged, pages are to be carefully pulled out and handed to the players appropriately as per the scenario.

Seven Sinister Situations